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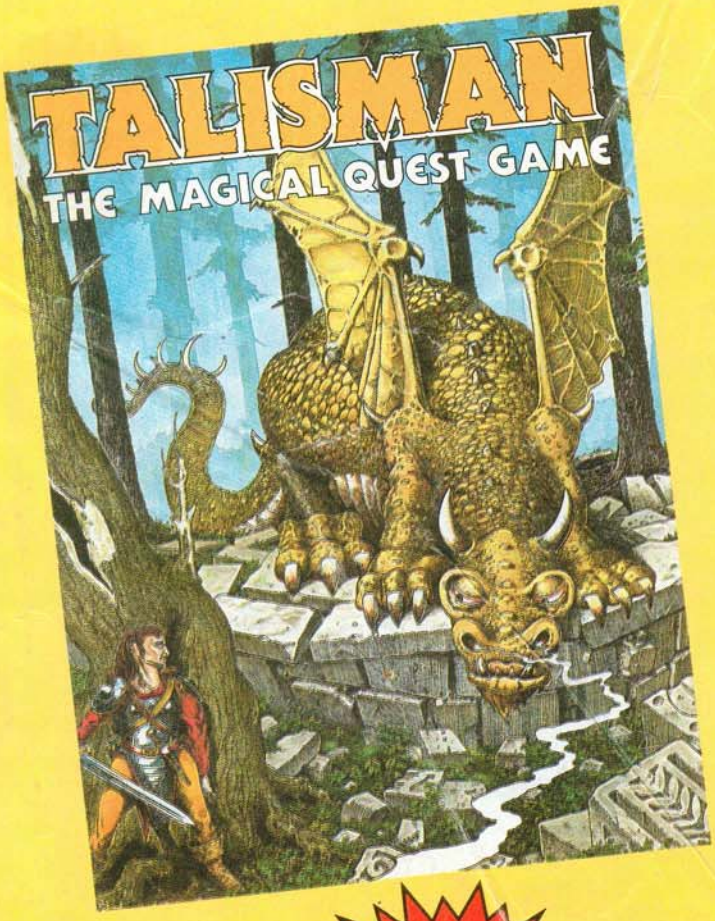


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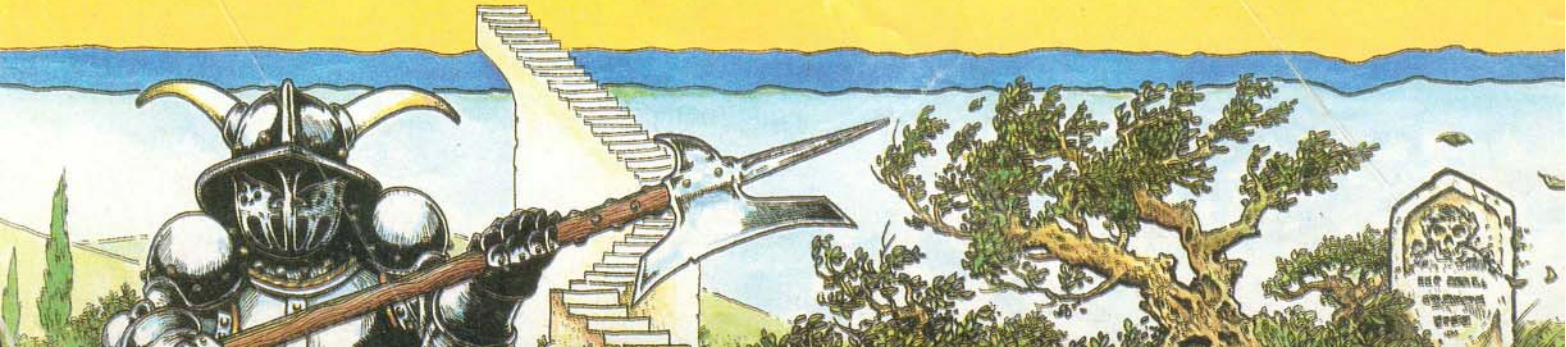

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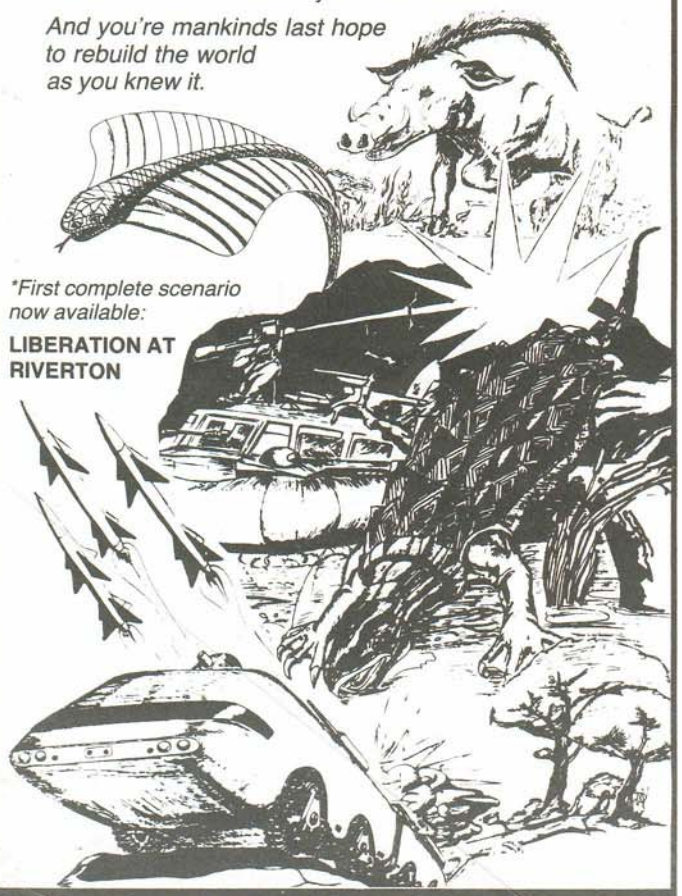

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**a)** Feel around the walls for a light switch? (Turn to page )
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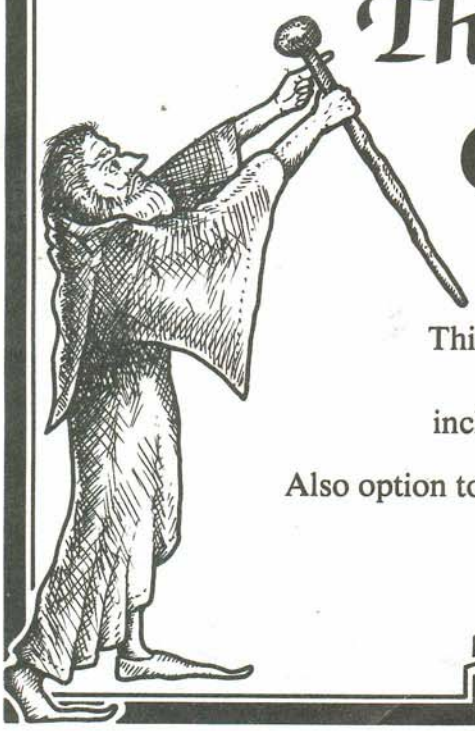

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**a)** Reaching slowly behind you, you find the switch on the wall. Light floods the room. There in front of you sits a large, hairy creature, engrossed in a book. Drawing closer you observe that the book is called Blue Frog Tavern, one of the many solo adventures available with Tunnels & Trolls role-playing system.

As you hack off the creature's head, you realise that only this Tunnels & Trolls solo adventure saved you from certain death. You leave the room, determined to find out more. GOTO

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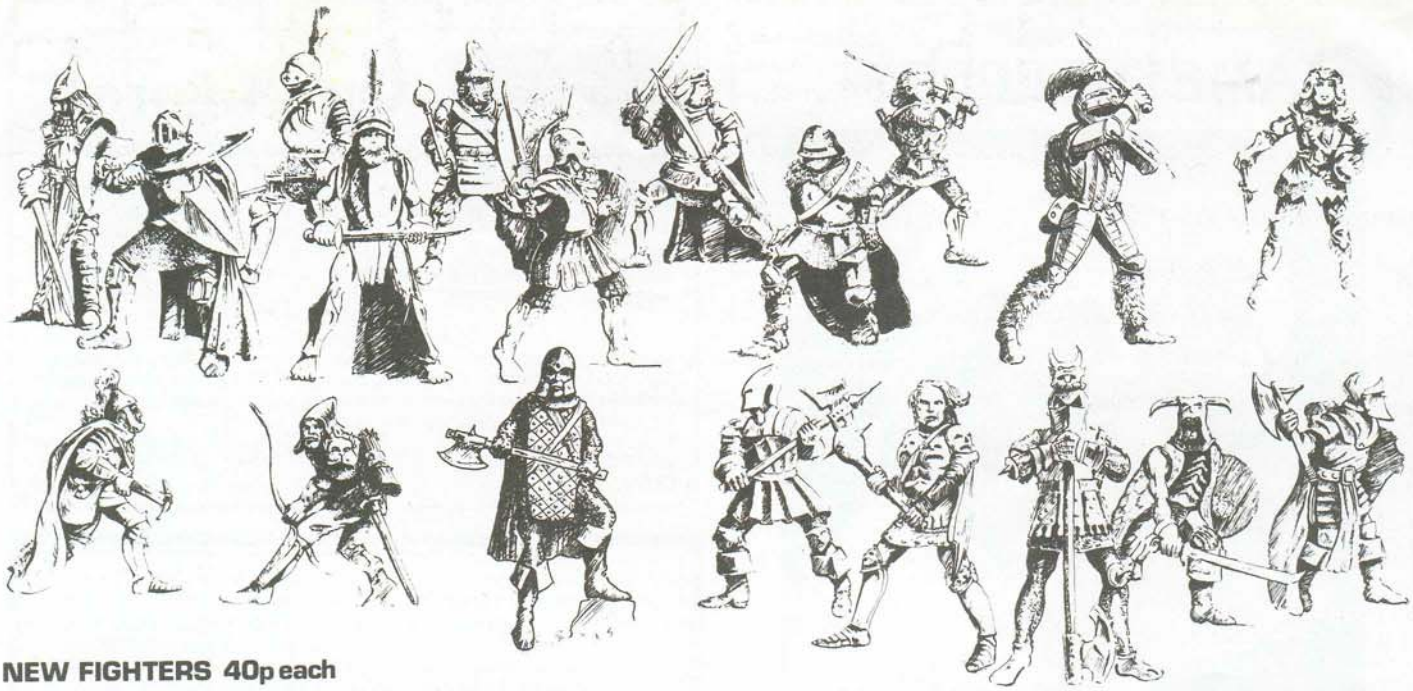

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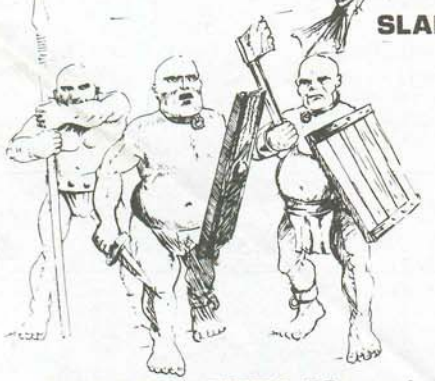

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Christmas is a traditional time for people to dig games out of cold storage for a bit of family fun. How tranquil it must have been in the old days to watch a game in play; the rattle of the dice, simple playing pieces being manoeuvred around a square board, and the occasional titter of amusement.

But what would granny think now? The heated conversation, the frantic movements of bands of metal monsters, the death cries of slain adventurers, ten hour sessions! Imagine how disturbed she must feel when asked by her friends about her grandchildren's pastimes. How could she tell them that they delight in splitting orcs in two? Happy Christmas!

Ian Livingstone

## FEATURES

**Stomp!** — *Rick Priestly* — 14
Everything you wanted to know about giants in *Warhammer*

**The Dark Brotherhood** — *Chris Felton* — 16
A new look at assassins in *AD&D*

**Crom Cruach** — *Ian Bailey* — 19
A new cult for the goblins in *RuneQuest* covered in the last issue

**Database** — *Marcus L Rowland* — 22
Computers in *Traveller*

**The Lone and Level Sands** — *Oliver Johnson and Dave Morris* — 26
An *AD&D* and *RuneQuest* demons scenario

## DEPARTMENTS

**Open Box** — 10
A look at some new games by independent reviewers

**Critical Mass** — *edited by Dave Langford* — 12
Current fiction releases are reviewed

**Lew's Views** — *edited by Lew Pulsipher* — 13
A look at magic and gods in battle

**Counterpoint** — *edited by Charles Vasey* — 18
Fiction based games

**Microview** — *edited by Mike Costello* — 20
How to find the bugs in your program

**Letters** — 21
Readers' views, questions and comments

**RuneRites** — *edited by Oliver Dickinson* — 24
New monsters for *RuneQuest*

**Thrud** — *by Carl Critchlow* — 25
Thrud rescues a princess

**Fiend Factory** — *edited by Albie Fiore* — 32
Converting our *RuneQuest* demons series to *AD&D*

**The Demonist's Grimoire** — 34
New demonist spells

**News** — 36
What's happening in science fiction and fantasy gaming

**The Travellers** — *by Mark Harrison* — 35
*Zap Zap Die Blamo!*

**Small Ads** — 37
*Clubs, Help!* and *Classifieds* plus *Gobbledigook*

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On the island of Sybarate lies Porpherio's Garden, a wondrous and magical place where it is summer all year round. *UK1 Beyond the Crystal Cave* is an interesting and thought provoking adventure for 3rd-6th level characters (not 4th-7th as stated on the cover). The players have to solve the mystey of the Crystal Cave before they can even enter the garden and after this they are treated to a lot of interesting encounters and puzzles.

Parties used to attacking everything in sight are going to have a hard time and gain very few experience points. The authors have set out to discourage unnecessary violence. Consequently, experience is gained by dealing with encounters verbally and intelligently. *UK1* makes a refreshing change from the more normal combat orientated adventures for its emphasis is very much on role-playing and problem solving.

In *EX1 Dungeonland* and *EX2 The Land Beyond the Magic Mirror* players are plummeted into a strange partial plane. Inspiration is drawn from the works of a well known author, who for now shall remain nameless as part of the fun lies in recognising the source material for the adventures.

Designed to be placed as an extension of an existing 9th-12th level dungeon they offer players an exciting and humorous time. Individually they stand on their own but are best played together as they interconnect in numerous places. It is quite possible for players to be adventuring in *Dungeonland* to suddenly find themselves in *EX2*.

A rich vein of humour runs through these modules and they deviate from normal *AD&D* in some areas so players should be prepared for the unexpected. While humorous and different they are by no means easy. Some encounters can turn nasty if players aren't careful.

*X3 the Curse of Xanathon* is a detective adventure for 5th-7th level Expert characters. The Duke of Rhoona is acting very strangely, proclamations have been issued decreeing that all taxes are to be paid in beer, horses are to be ridden backwards and all dwarves are to be shaved and stretched to make them presentable to human sensibilities!

The adventure deals with the players' attempt to discover what is afflicting the Duke. The module is very much a programmed affair, players move through a series of distinct and logical stages discovering clues as they go. Should the players fail to follow the clues it is incumbent on the DM to direct them to the next encounter. This cuts down on the amount of freedom available and some players may well short circuit the stages by moving towards the final encounter before completing the others.

*EX1* and *EX2* are of too high a level for my taste, they could have easily been made for lower level characters making them accessible to more players. Having said that if characters are available at this level by all means play them, you won't regret it. *UK1* is set at a much more reasonable level (you won't have to wait years before your group is ready to play them) and if you enjoy role-playing and challenging adventures it is not to be missed. Players of *Expert D&D* will welcome *X3* for it is superior to its two predecessors. It is, however, not as good as the better *AD&D* modules.

| | UK1 | EX1 | EX2 | X3 |
|---|---|---|---|---|
| **Presentation:** | 8 | 8 | 8 | 7 |
| **Playability:** | 9 | 9 | 9 | 7 |
| **Enjoyment:** | 9 | 9 | 9 | 8 |
| **Skill:** | 8 | 9 | 9 | 7 |
| **Complexity:** | 7 | 7 | 7 | 6 |
| **Overall:** | 9 | 9 | 9 | 7 |

**Jim Bambra**

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**TRAVELLER STARTER EDITION**
**Game Designers' Workshop** **£7.95**

This is about the fourth version of the *Traveller* basic rules, and is intended for complete beginners. *Traveller* is still the best science fiction role-playing game on the market; it has an almost perfect balance between realism and playability, and the rules are mechanically simple so that the imagination is stimulated rather than suffocated by the grand sweep of the background. For those who want complexity, the game is amply provided with advanced rules in other booklets and boardgames, and the background and scenarios are fully developed.

The *Starter Edition* comes in a roughly quarto-sized box with some good art on the cover; it contains one rules booklet, one booklet of charts and tables, one scenario booklet, a double-sized map and two dice. The map and dice were missing from my copy, so I cannot comment on them. The scenario booklet contains two adventures already available elsewhere; *Mission on Mithril* and *Shadow*. In the first, the travellers must investigate phenomena on a largely unmapped world to repay the port warden for repairing their damaged scoutship; in the second, a mysterious alien pyramid must be explored and prevented from shooting at the players' ship, thus trapping them on a hostile world.

The Charts and Tables book is very well done; all relevant and useful information has been extracted, expanded, and put in one place, making a very useful quick reference book.

The Rules Booklet contains the current version of Books 1-3, as found in the normal basic set, with some simplifications; it covers characters, combat, starships, worlds and adventures. The whole is liberally laced with extracts from *Book 0*, an Introduction to Traveller, which explain the reasoning behind the rules and give useful guidance for the new player or referee. This is good stuff, and I wish it had been in the original; it would have improved my early refereeing no end.

There are a number of minor new rules; the main rules change, however, is in space combat, where a system of range bands similar to those used in personal combat has replaced the previous vector movement rules. This is a good idea, and makes space combat a much simpler and easier process without damaging the atmosphere of the game.

It is still not explained how much sand can obscure a ship; presumably a single canister gives the indicated penalty.

My main complaint about these rules is that while the rules on self-improvement and drugs are often referred to, they are not present anywhere in the *Starter Edition*! Self-improvement for characters is essential in a role-playing game; removing such meagre rulings as exist in basic *Traveller* is a bad move, apparently caused by sloppy editing.

The rules are well laid out, clearly explained, and copiously illustrated – excellently by some artists and abysmally by others. If it were not for the omission of drugs and self-improvement, this attractive package would be an ideal way to start playing *Traveller*; as it is, even a neophyte would be better advised to buy the standard basic set and an adventure.

| | | | |
|---|---|---|---|
| **Presentation:** | 9 | **Enjoyment:** | 9 |
| **Rules:** | 8 | **Skill:** | 4 |
| **Playability:** | 9 | **Complexity:** | 4 |
| **Overall:** | 8 | | |

**Andy Slack**

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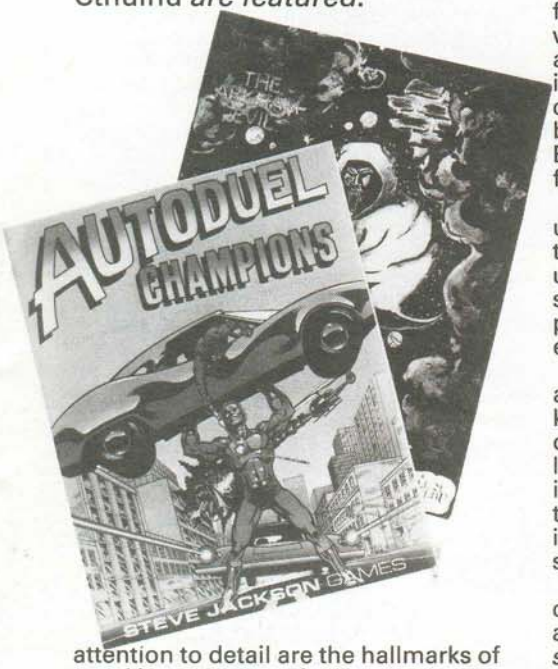
**THE ARKHAM EVIL** **£6.95**
**DEATH IN DUNWICH** **£6.95**
**Theatre of the Mind Enterprises**

These two substantial adventures from *Tome* are the first of their *Call of Cthulhu* approved products.

The investigators are hired through their University and dispatched to Gibbsville, a ramshackle mining town, primarily to investigate a strange crystal cavern discovered by the miners, much to their horror. The first skill you really must learn is to organise yourself and your fellow players; care with research and

*In* Open Box, *new games and supplements currently in the shops are reviewed by independent authorities. This issue, beginner's* Traveller *and new supplements for* Car Wars/ Champions, D&D *and* Call of Cthulhu *are featured.*




attention to detail are the hallmarks of good investigators, foolhardy players used to 'hack and slash' FRPing will find themselves in unnecessarily difficult situations quite quickly!

The clever part of the adventure is the 'onion skin' idea, by which the players will gradually work their way through the layers of the story until they reach the conclusion of the plot. The first act, (the adventure is split into three) is very well thought out, a delicate mixture of legend and technology, and aptly entitled *Into the Throat of the Beast*. The second act has a tendency to lapse into a farce; the idea of cavorting across Arizona avoiding German stormtroopers is pretty hard to swallow. *The Wanderer* as the second act is called is the weakest link of the scenario, the other awkward fact is that it takes place some 4 years after the first, perhaps Acts I and II should be punctuated by other adventures from *Asylum*. Realistically, only characters that have survived the gap in time would be able to piece together the clues from the two adventures, Act III thankfully happens directly after II and is entitled *And the Dogs Shall Know You*; the players having trudged through the Arizona wasteland hotfoot it back to the Miskatonic University. Very soon the peace of the university will be shattered by strange deaths, teenagers become 90-year old corpses and litter the streets of Arkham as the investigators frenziedly try to work out what's happening and make sense of the final odd conclusions.

Arkham has its high points, but is let down not so much by the execution but the fully developed idea, particularly towards the end.

In *Death in Dunwich*, a cryptic telegram starts the action which leads you to a strange house; an anonymous client hires the investigators to look into the murder of a french art appraiser killed in a most horrific way. A web of useful and intriguing information will lead the players through art galleries, police stations, libraries and door-to-door enquiries gradually piecing together the clues. A trip to an isolated farm should help confirm their theories, but as the writers state, the middle game should be frustrating although at worst the players will learn a little about Renaissance artists! The conclusion can really erupt into violence; who could pass up the chance of wrestling with a gorilla or being bitten by a dog called 'Hoof'. Excellent opposition of the evilest kind for the unsuspecting investigators.

*Death in Dunwich* is a much shorter, ultimately more satisfying adventure; the compactness of the information is useful, as is the Keepers screen which is stapled inside the book. Further player paranoia is guaranteed by a sealed envelope – for keepers only.

Both adventures are well presented, although in *Arkham Evil* it is hard for the keeper to back-track and find a key piece of information. *Arkham* did not really live up to the expectations or the quality it promised in the first part of the adventure. *Death in Dunwich* can be interesting, frustrating and terminal and consequently is the better of the two.

Pretty good adventures from a new company. They are intelligently written and interesting to play. Look out for *Pursuit to Kadath* their next offering, if it follows.

| | Arkham Evil | Death in Dunwich |
|---|---|---|
| **Presentation:** | 7 | 7 |
| **Playability:** | 6 | 7 |
| **Enjoyment:** | 7 | 8 |
| **Skill:** | 8 | 8 |
| **Complexity:** | 8 | 8 |
| **Overall:** | 7 | 8 |

**Jon Sutherland**

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**AUTODUEL CHAMPIONS £7.95**
**CAR WARS REFERENCE SCREEN £4.50**
**Steve Jackson Games**

*Autoduel Champions* is a 64-page A4 sized volume with a large map and counter sheet inserts, and adds three important new aspects to the game.

The first section, *Champions Autoduelling*, rewrites *Car Wars* vehicle design for use with *Champions*, set against the *Car Wars* background. Super heroes are omitted, with characters based on a 50-point allowance for enhanced characteristics and skills. Disadvantages can give extra points, but fewer than in normal *Champions*. It's easy to add *Champions* super-characters, but it is a non-super adventuring section, really. The vehicle design process is compatible with *Champions II*, although without super powers. There are frequent references to *Hero Games' Espionage*, and the rules are apparently compatible – I've not seen the game and can't confirm this. Either *Champions* or *Espionage* is needed to use this section. The final pages cover conversion of other *Car Wars* equipment to *Champions*, and a simple beginner's scenario.

Section two, *Car Wars Helicopters*, is a summary of their construction and use for *Car Wars* combats. It allows car versus helicopter combat, helicopter versus helicopter combat, or both, and is nearly as simple as the systems in *Car Wars* or *Truck Stop*. It includes a lot of new, interesting equipment. Flight isn't safe or easy, but certainly adds a new dimension to the game.

The final section of the book is aimed at dedicated *Car Wars* players who want to add super powers without deserting their favorite game. It converts some of the *Champions* skills and super-powers to *Car Wars*, played at the normal *Car Wars* scale. The section is easy to understand despite an unnecessary omission of an END rule or other limit on the continued use of powers or skills, and works reasonably well. It ends with another super hero beginner's scenario.

Bound in the middle of the book is a large double-sized map sheet, with a hex grid for the first scenario and the usual *Car Wars* rectangular scale for the second, and a large sheet of coloured *Champions* scale cardboard duellist figures, cars, cycles, and weapons markers, and *Car Wars* scale superheroes and helicopters.

All in all, I was very favourably impressed by *Autoduel Champions* – it's packed with useful ideas and devices in all three sections (including one small trick which may have originated in one of my own scenarios), and looks extremely good. The first section will appeal to *Champions* players, since it's easier to follow than *Champions II* vehicle design and gives more detail of vehicle combat and collision effects. The rest will suit hardened *Car Wars* players, and should be a lot of fun.

The *Car Wars* reference screen is less impressive. It's a triple A4 sheet of coloured card. On the players side is an index to the four main *Car Wars* packs and books, a few random equipment price and damage charts, and the *Truck Stop* mechanics repair table; the referee's side has an improved collision system (long needed), 'to hit' and damage location tables, and vehicle control and hazard tables. The collision system is good, but most of the rest seems a little unnecessary – there's only one side of immediately useful information facing the players although the tables do consolidate information from several sources. Most of the information on the players' side would normally be recorded during vehicle design. Also included are large format copies of the *Car Wars* vehicle and cycle design sheet, the *Truck Stop* tractor and trailer design sheets, and the *Autoduel Champions* helicopter design sheet, plus a page summarising vehicle component prices, weights, and characteristics for all of these vehicle types.

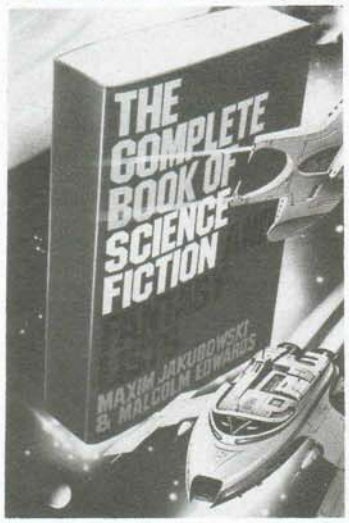
Both of these products show that it's possible to present the *Car Wars* system without mini-boxes and eyestrain. I hope to see more in this format.

| | Autoduel Champions | Reference Screen |
|---|---|---|
| **Presentation:** | 9 | 8 |
| **Rules:** | 9 | 6 |
| **Playability:** | 8 | 7 |
| **Enjoyment:** | 9 | 4 |
| **Skill:** | 7 | 5 |
| **Complexity:** | 8 | 5 |
| **Overall:** | 8 | 6 |

**Marcus L Rowland**

Critical Mass *is our regular book review column, by Dave Langford.*

# Spock in Manacles!




Eye-catching headlines are hard to find; space forbids such glories as the *News of the World* classic 'Nudist Welfare Man's Model Wife Fell For the Chinese Hypnotist From The Co-Op Bacon Factory'. Can this months heading have any basis in reality? Read on...

*The Complete Book of SF and Fantasy Lists* by Maxim Jakubowski and Malcolm Edwards [*Granada* 350pp £2.95] may call up memories of Mike Ashley's 1982 *Illustrated Book of SF Lists* [*Virgin* 190pp £2.95]. Actually the Jakubowski/Edwards book was the first conceived: bad feeling between evil Virgin and erstwhile employee Jakubowski led to Virgin's commissioning Ashley to rush out a rival book of lists in about 45 nanoseconds.

Generally the Jakubowski/Edwards book is much better value, fatter, wittier, more exhaustive – eg its inevitable lists of Best SF Stories include not only award winners but hundreds shortlisted for awards or selected for best-of-the-year anthologies. It's more imaginative: rather than too many lists of X's Favourite SF Stories, we have Aldiss on cities, Watson on fanletters, Sladek on very silly Unexplained Mysteries, and lists covering SF porn, clichés, coffee, plagiarisms, parodies, editorial boobs, lawsuits, unreadables...

Of course, despite two lists from D Langford, the book has shortcomings. It isn't, the editors admit, complete: they have enough material for another volume, while lots of jokier stuff was cut by *Granada* though not in the American edition. I don't know whether I'm criticizing the authors or publishers when I complain that the proofreading's almost as sloppy as in the Virgin rush-job (I'm tired of being told about several hundred misprints in the Sphere paperback of one of my own books, Sphere having simply refused to send me proofs for correction). Heinlein's *By His Bootstraps* becomes 'By His Footsteps', Fanthorpe's awful *March of the Robots* becomes 'Coming of the Robots', C A Smith's *Zothique* is spelt 'Zoothique' throughout, John Myers Myers is printed as Roy Myers Myers and Simak's *They Walked Like Men* as Russell's *Three to Conquer*, a perfectly accurate snippet about 'Doc' Smith on page 213 is repeated on page 215... I could go on and on. [*You do –Ed.*] Buy the book anyway.

An unusual first novel is *Pzyche* by Amanda Hemingway [*NEL* 235pp £2.50] – a most peculiar mixture. It's well and wittily written, and I relished such lines as 'Like all major villains, he liked to discuss the meaning of life, particularly after dinner. It went well with the digestifs.' But the story lurches between serious psychological study of heroine/anti-heroine Pzyche Corazin (living with her loony scientist father in a castle on a dead world, yet another *Tempest/Forbidden Planet* scenario) and an incredible old rattletrap plot out of 1940s *Planet Stories*, complete with hissable baddies after precious Mammonite (!) crystals, *deux ex machina* volcanic eruptions saving the good guys at a critical moment, a race against time to escape the exploding planet...

Hemingway clearly has talent but regards SF as an amusing playground where one needn't work one's talent too hard. ('My next novel will be a serious work of contemporary fiction,' she keeps telling the world.) A pity: *Pzyche* is fun for all its flaws and I'd like to see this author try SF at full stretch.

Same for Robert Silverberg, whose finest novels appeared between 1967 (*Thorns*) and 1972 (*Book of Skulls, Dying Inside*) and whose recent work is smoothly readable yet strangely hollow. *Majipoor Chronicles* [*Pan*317pp £1.95] is a pendant to the novel *Lord Valentine's Castle*: ten stories set in the same oversized world Majipoor and spanning 9000 years of its colourful history. Pleasant and highly competent, they never quite engage the emotions they should. One reason may be the framing device linking the book, with a lad of Valentine's time spying on history by illicit replaying of bygone folks' memory records. Because of this, we know in each story that the hero(ine) must survive to deposit his/her memories in the 'House of Records' – a subtle deflater of tension. (Yes, this can be said of any first-person narrative, but first-person narration has counterbalancing advantages of immediacy, empathy: these *Chronicles* are all told in the third person.) Interesting background material here for those who like *Lord Valentine's Castle*.

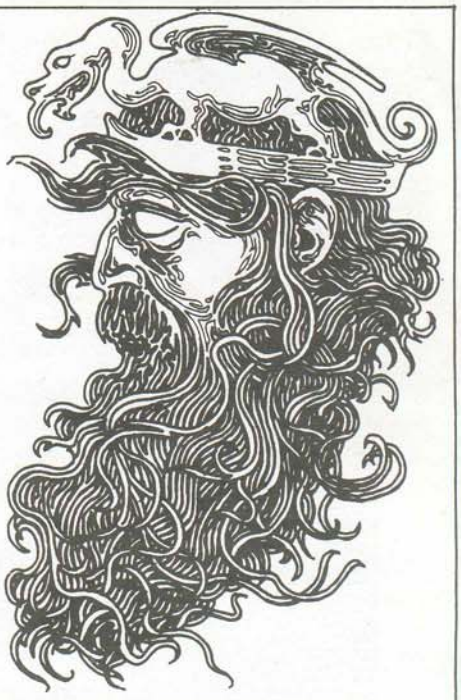
Tanith Lee is, intermittently, a fine fantasy author better known in the USA than in her native Britain. *Red as Blood* [*DAW* 280pp $2.50] comprises nine retold fairytales, mostly well written in Lee's favourite perverse vein of fantasy. Her Pied Piper tries to wean a village from ill-advised rat-worship, but still proves unsafe to know; a Queen struggles to exorcize the evil power of her stepdaughter Bianca, or Snow White to you and me; Ashella/Cinderella is another witch-girl and twists the Prince's ball into the Masque of the Red Death... Fun: but these inversions can become repetitious, while Lee's SF 'Beauty and the Beast' founders in a morass of soggy pseudoscience. Also: her *Sung in Shadow* [*DAW* 349pp $3.50] is a hefty reshuffling of *Romeo and Juliet* in an alternate Renaissance Italy with added ingredients of alchemy and witchcraft. Knowing the play makes for extra enjoyment plus a surprise or two.

*New Arrivals, Old Encounters* by Brian Aldiss [*Granada* 240pp £1.95]: twelve stories from Britain's best SF stylist, variously profound, funny, bizarre. 'The Impossible Puppet Show', a cycle of unplayable nonsense plays, is hilariously opaque in the manner of Ionesco or Ring Lardner. *No Enemy But Time* [*Sphere* 397pp £2.25]: Michael Bishop's Nebula-winner in paperback here at last, a highly successful tale of time travel via dreams to a beautifully described Africa of protohumans. *A Secret History of Time to Come* by Robie Macauley [*Corgi* 219pp £1.95] shows the advantages and disadvantages of a post-holocaust writer from outside the SF field: the freshness of touch works well during impressionistic scenes of black insurrection and white genocide destroying the USA, but despite striking images the bulk of the book is routine, capture and escape from Suth'n slavers, etc. *Dancers at the End of Time* [*Granada* 663pp £2.50] is excellent value, comprising Michael Moorcock's bizarrely witty Jherek Carnelian [not to be confused with Jerry Cornelius, ahem] novels *An Alien Heat, The Hollow Lands* and *The End of All Songs. The Citadel of the Autarch* [*Arrow* 317pp £1.95] is the fourth volume of Gene Wolfe's triffically wonderful 'Book of the New Sun', mentioned so often in this column that I merely note the paperback's existence.

The *Star Trek* phenomenon continues with *Star Trek III: The Search for Spock*, now being directed by Leonard Nimoy himself – perhaps because, as mole R I Barycz suggests, he once did hordes of 'In Search Of...' TV shows loooking for Yeti, Nessies, Bigfeet, you name it, and *never found anything*. To hand is William Rotsler's *Star Trek: Short Stories* [*Sparrow* 159pp £1.25], set after the first Trek film with Kirk an admiral and a few back references to the film's events. Rotsler plays safe with brief tales leaning on Trek stereotypes: Kirk agonizes but decides right, Spock is logical, McCoy wry, Uhura sexy, Chekov dim, Scotty's engines canna take the strain. The deadly piffle plague ravages the *Enterprise* but succumbs to, literally, a pinch of salt; other such well-worn SF tropes appear. For younger fans.

That headline? Many Trek addicts write their own stories: there's a whole subgenre called Kirk-Spocking, wherein the Captain and First Officer melt into one another's arms, and so on..(A 'KS' fanzine sold for £105 at a recent convention.) *Spock in Manacles* [*Pits Press* 44pp] is a send-up of all this, a bit wordy for effective parody but not without its moments, if your sense of wonder can withstand Kirk's eyes being described as 'gold-flecked orbs' while some portion of Spock, presumably his saluting finger, is invariably a 'jade column'. Those of a nervous disposition should by no means slip a quid into an envelope to request this sordid publication from 79 Dando Crescent, Kidbrooke, London SE3 9PB. Personally I suspect the authoress, Lotta Bottle, of being a pseudonym... □

*Lew's Views is a bi-monthly column for beginning role-players and for general role-play discussion, written by Lew Pulsipher. This issue, something on the topical subjects of gods and magic.*



# By the Gods!

## Magic and FRP Battles

Recently someone suggested in the letter column that magic would insignificantly affect fantasy battles because the Gods of War would intervene rather than allow magic (and, therefore, the Gods of Magic) to triumph on the battlefield. A number of unstated assumptions underly this assertion: 1) that Gods of War and Gods of Magic exist; 2) that the Gods of War must strongly prefer conquest by melee to conquest by magic; and 3) that the gods frequently intervene directly in the affairs of men.

Assumption 1 is not unreasonable, though it had never occured to me that there would be separate Gods of Magic. After all, the gods themselves are the epitome of magic, and all exert their powers largely through magic, so why should there be distinct Gods of Magic?

Assumption 2 follows the literary line that magic is somehow unfair, unwholesome, downright unmanly. However traditional this view may be, it is by no means necessary to fantasy fiction or gaming. Particularly if use of magic requires great will-power or strength – not the case in *D&D* but true in some games – the magic-user may be as much respected as the man of great physical power and skill. And if this is the case, why should the Gods of War object to the use of magic? Or to put it another way, why shouldn't magic be just as legitimate a weapon as a sword, provided (perhaps) that the magician doesn't unmanfully hide behind others?

Assumption 3 is truly far out. In literary tradition, the gods rarely intervene in human affairs. The Greek gods are perhaps the most frequent interveners, but they affect only the great, and usually neutralize one another. Moreover, by FRP standards the Greek gods are very co-operative and organized, even acknowledging a supreme ruler. In modern fiction, gods almost always work through human or other mortal beings, occasionally through angels or demons, usually because they're unable to act in the prime material world. Sometimes this inability is a limitation of godhood, sometimes a consequence of competition with other gods, sometimes a philosphically self-imposed constraint on behaviour.

There are practical reasons, too, why gods would not frequently interfere in mortal affairs. As one person put it, if a god tries to answer every call for help, every case in which some other god may get the upper hand, he'd spend all his time on errands or 'at the switchboard.' Unless the gods are much more powerful than we usually postulate in a pantheistic world, closer to the omnipresent and omnipotent Christian or Muslim god, they're simply unable to intervene very often in mortal affairs.

Moreover, if the gods permit one god or group of gods to consistently intervene in the world, the interveners gain advantages vis-a-vis the rest, in number and loyalty of worshippers if nothing else. Consequently, the gods must always watch potential rivals to insure that any intervention is countered. In other words, when the Gods of War intervene in battle to stop magicians, the Gods of Magic will surely intervene to restore the 'no-gods' state of affairs.

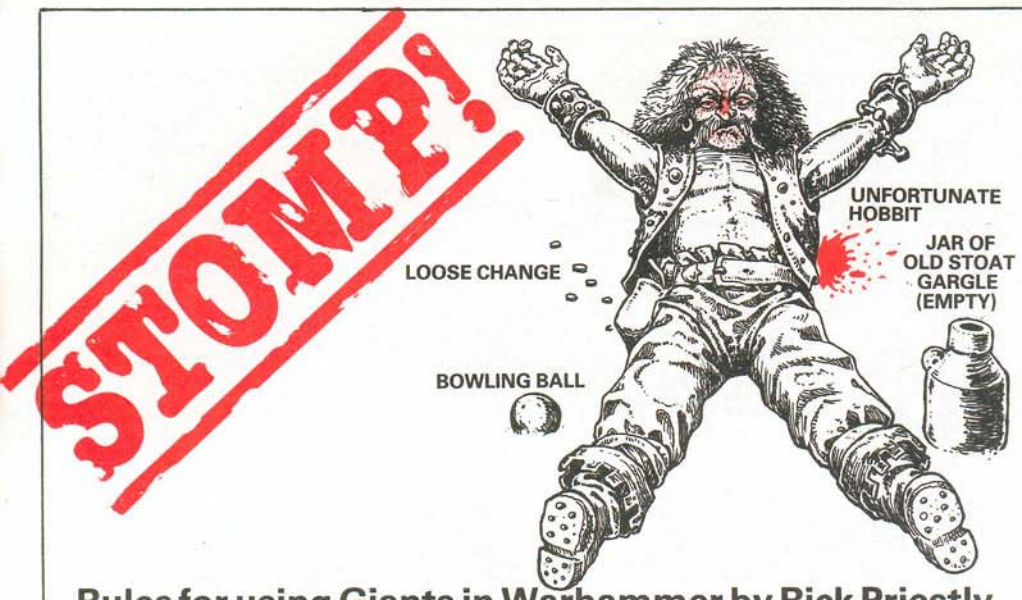
That brings us back to the original question of how much magic will affect battle when the gods are discounted. The answer is that it depends a lot on the rules of the game. In some games, such as *RuneQuest*, spells tend to be personal affairs, affecting only one person or object. Such magic is unlikely to make much difference in a battle unless, somehow, it helps one side incapacitate the other side's generals. In other games, such as *AD&D*, spells often affect large areas destructively or for long periods. *Cloudkill, fireball, ice storm, stinking cloud* – one can name many area spells. The significance of such spells individually depends on the scale of the battle. If there are thousands of participants, a few *fireballs* aren't going to make a lot of difference physically (psychologically is another matter). If there are only a few hundred troops involved, one or two *fireballs* could determine the winner. But even in a small battle, magic will only tip the scales toward one side or the other; unless he's a 25th level wizard, no magician can defeat an army worthy of the name single-handed.

Another factor making a difference is the number of magicians, or the rarity of magic. In the *AD&D* and *RQ* worlds there are usually plenty of magic-users though in individual campaigns, magicians may be uncommon. In a world in which magicians are rare, such as the worlds of King Arthur and Charlemagne, a single wizard may make a big *psychological* difference, even if the physical affects of his spells are insignificant. (The mud-sloggers aren't going to know that the MU has only one *fireball*...) But if magic-users are a dime a dozen, combatants will learn to expect *fireballs* and *stinking clouds*; magic-use will lose its aura of mystery and horror, hence lose its psychological effect.

The subtle effects of magic may be as strong as the spectacular. If enemy leaders can be incapacitated by magic, or with the help of magic (such as *invisibility* or *flying spells*), the leaderless side is likely to lose. Imagine the impact on morale if the general disappears the night before the battle, abducted by a magically-transported enemy commando squad. Magic, after all, provides many ways to get around or through physical obstacles.

If you *want* battles to be decided by brawn rather than magic, yet your game rules suggest otherwise, then invent magical means which can be used in a pitched battle but not in a typical adventuring skirmish. Perhaps each nation has a few huge boulders which damp out magic within a range of several hundred yards. For a significant battle these boulders would be brought to the battlefield in great wagons, or would be rolled there by teams of slaves. (Problems occur when one side is routed and the boulder is captured. Maybe it has a *word of recall* on it!) Or for a simpler method, make sure that magic-users feel compelled (by tradition, honor, the guild, whatever) to take out enemy spell-users and leave the main battle alone.

Whatever you do, don't try the gods argument unless you have a very unusual pantheon. The players are too likely to tear your logic apart.□




# Rules for using Giants in Warhammer by Rick Priestly

| *Random Generation* | *Description* | M | Ws | Bs | S | T | W | I | A | *Basic Weapon* | *Armour* | *Points Value* |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | *Profile* | | | | | | | | | | |
| 01-30 | Small Giant | 6 | 3 | 3 | 4 | D | 4 | 3 | 2 | Club | YES | 50 |
| 31-65 | Giant | 7 | 3 | 3 | 4 | E | 6 | 2 | 4 | Club | YES | 120 |
| 66-00 | True Giant | * | * | * | * | * | * | * | * | Club | YES | 380 |

Many of the larger humanoid creatures in *Warhammer* live solitary and isolated lives or live in small roving groups. Often these creatures are handicapped by stupidity or psychopathic criminality, and for these reasons giants cannot really be considered as 'armies' – but they often band together with other evil types to assault passing merchants and travelling parties.

One popular trick, developed by an unusually bright giant, concerns the military use of the giant pitching ball – a huge sphere of lead used by the giants to play 'Giant Skittles'. This is a game which requires great strength and a dozen captive travellers (preferably dwarfs).

**Special Provisions**

Players may select any of the three types of giant described above, either the small giant, giant or the largest kind the 'True' giant. Because giants are so diverse a race the characteristics for the larger type may be very variable. Use the *True Giant Generation* section to create your giant. Obviously this means that your giant could be better or worse than you expected. It is all in the luck of the dice.

Giants usually carry a club or similar massive weapon. The largest sorts of giant may carry 1 or 2 huge spheres of lead to drop on or bowl at their enemies.

**Special Rules**

True giants may *Bowl* or *Drop* balls of metal. A giant may attempt to *Bowl* one ball at a regiment up to 18" away. Of course, there is always a chance the missile will miss altogether, either not reaching the target or veering off at an angle.

The giant picks his exact target spot and bowls the ball. The player then rolls dice to see how far the ball goes. Roll 3d6 for bowls on the level, 1d6 for bowls uphill and 4d6 for bowls down hill. Bowls passing over rivers, bogs or trenches get stuck. Bowls passing over hedges lose 1d6 inches of range. Bowls passing through woods or over low walls lose 2d6 inches of range.

Mark the target point of the ball and then roll for accuracy. Roll a d10 for 'right swerve' in inches, and a d10 for 'left swerve' in the same way. Now you should know where the balls strikes; balls hitting a Regiment go straight through to their bowled distance. The ball will strike any units in its path, and may even pass through one unit and hit another behind it!

Each bowl causes 1d6 automatic Hits at Strength 3. Troops in Skirmish order, or units of less than 10 models, can try to 'dodge' the ball. To simulate this they get a +1 on their Saving Throw (minimum 6).

The giant may *Drop* a metal ball onto combat opponents who are man sized or smaller in any combat round instead of attacking normally. The ball will cause 1 Strength 4 Hit, 1 Strength 3 Hit, 1 Strength 2 hit and 1 Strength 2 hit due to the 'bounce effect'.

True giants may be attacked normally by long spears or longer weapons. They may be attacked normally whilst they are laying down, after the result of a fall, for instance. Otherwise if the attackers are armed with shorter weapons they can only hack at the giant's feet – causing only ½ damage. ½ 'Wounds' can be recorded and added to normal 'Wounds'.

A Giant 'Pushed Back' in combat may fall over. Roll a d6 – a score of 6 and he falls.

Giants cause *Fear* in man sized or smaller enemy. Elves are not effected.

**True Giants Attack Modes**

Because giants are rather special their combats are not worked out as normal attacks. Normally a throw 'To Hit' and then 'To Kill' for each 'Attack' is made. With giants, roll a dice to discover *how many automatic hits you cause*. Then roll, as normal, for each hit to see if you score a 'Kill'.

In combat the true giant has several possible *Attack Options*. Each has a slightly different effect and level of amusement value – a factor important to giants. The giant's Weapon Skill Level makes no difference to his attack, and similarly the Weapon Skill Level of his opponent makes no difference either (no amount of fancy fencing is going to stop a giant who is intent on hitting you with a telegraph pole).

For example, Drough Glutthog the giant, swings his club against a regiment of attacking dwarfs. He causes 1d6+2 automatic hits at Strength 3 (standard number of hits for this attack option as explained below). The dice turns up a 4 – so he has caused 6 hits.

**1. Stomp and Grind.** (Against opponents under 10' tall only). This involves the giant treading on his target and grinding the poor victim into the ground – an attack option which negates the value of armour entirely. Creatures with Strengths of 3 or more are immune – smaller creatures receive 1d3 Hits at Strength 4 with no Saving Throw for Armour.

**2. Pick Up and Throttle.** (Against opponents under 10' only). This is an option which appeals especially to more stupid giants. The giant picks up any single member of the enemy regiment. The victim may attempt to escape. He does this by striking once against the giant's hand at it descends – this is an extra attack, on top of any other attack he might already have had.

If the struggling victim causes a Wound then the giant must drop him causing 1 Strength 1 Hit as he hits the ground. If the victim fails to cause a wound then the giant squeezes... (and the rest is too horrible to think about but results in automatic death for the person concerned).

**3. Pick Up and Throw.** (Opponents under 10' only). This is another 'popular' attack option with gaints of a more athletic disposition. The giant picks up the victim in the same way as in 2 above and the victim gets his chance to strike and escape. If he doesn't escape then the giant may throw him back into his regiment causing 1 Strength 3 Hit on him and 1d6 Strength 2 Hits on the regiment.

**4. Pick Up and Eat.** (Against opponents under 10' only). This is an option used by especially slow witted or enraged giants who have difficulty remembering whether they are fighting or eating. The giant picks up his victim who may strike and escape as for the other 'Pick Up' attacks. If the captive fails to escape then the giant bites his head off. The unfortunate victim, faced with the oncoming maw of the unhygenic giant may have yet *another* attack – this time against the face of the giant. Again if he scores a Wound he is instantly dropped causing 1 Strength 2 Hit on him and 1d6 Strength 1 Hits on the rest of the regiment. Victims who have their heads bitten off are killed instantly.

**5. Pick Up and Stuff into Bag.** (Against opponents under 10' only). The giant picks up the victim who may try to escape as per the other 'Pick Up' attacks. Failure to escape results in being stuffed into a sack, bag or pocket for the rest of the game – the captive escapes automatically if the giant is killed.

**6. Jump Up and Down.** (Against opponents under 10' only). A giant may jump up and down on top of troops in combat – the resulting carnage can be quite devastating. There is a 10% chance that

any giant attempting to jump up and down will fall over immediately (use the 'Stagger and Fall' chart to find out where). The chance increases to 50% if the giant attempts to jump up and down for two or more moves consecutively, with an additional 10% chance of instantly expiring in an apoplectic frenzy. (Kills outright – use Stagger and Fall Chart). A regiment jumped on must save against *Terror* at the end of combat. The giant causes d12 automatic Hits at Strength 4 on the regiment.

**7. Swing With Club.** This involves cutting a sweep across the front of the regiment causing 1d6+2 automatic Hits at Strength 3.

**8. Thump With Club.** This is a more discriminating stroke for the conscientious giant. It involves raising the club above ones head and, taking hold of the weapon with both hands, bringing it down with a single stroke. This method causes only 1 automatic Hit – but at Strength 6. There is a 10% chance any weapon used in this manner will become embedded firmly in the ground and take an entire combat round otherwise unengaged to free.

**9. Yelling and Bawling.** (Against opponents under 10' tall only). This is an attack option which is a great favourite with the more jovial giants. The giant bends down until his face is only a few yards away from his assailants – he then proceeds to yell as loudly as he can, bombarding his foes with a frightening blast of sound and rancid air. The air blast has the effect of making it impossible for the enemy to fight at all that Combat round. In addition they must save against *Terror*. The giant player must announce that the giant is going to Yell before the enemy attack.

**10. Head Butt.** (Against opponents over 10' tall or flying only). If your opponent is tall enough, or is attacking you from the air then you may opt for this useful combat mode. The giant causes d3-1 automatic Hits, so their is a chance he will miss altogether. Hits caused are Strength Attack 3.

### True Giant Generation

To generate your giant, deal with each of the 'characteristics', in turn, Movement, Weapon Skill etc. For each characteristic roll a d6 and read down the appropriate column to give the score – some scores involve extra dice throws.

| | *Die Roll* | | | | | |
|---|---|---|---|---|---|---|
| *Characteristic* | 1 | 2 | 3 | 4 | 5 | 6 |
| Move | 7" | 8" | 8" | 8" | 8" | 9" |
| Weapon Skill | 2 | 3 | 3 | 3 | 3 | 4 |
| Bow Skill | 1 | 2 | 2 | 3 | 3 | 4 |
| Toughness | E | E | E | E | F | F |
| Wounds | 6 | 7 | 8 | 8 | 9 | 10 |
| Initiative | 1 | 2 | 2 | 3 | 3 | 3 |
| Attack | 2 | 3 | 3 | 4 | 4 | 4 |
| Intelligence | 1* | 1* | 2 | 3 | 4 | 5 |
| Cool | 2† | 3 | 4 | 5 | 6 | 7 |
| Will Power | d6 | d6+1 | d6+2 | d6+3 | d6+4 | 10 |

* Giants with an Intelligence Level 1 are subject to *Stupidity*, with a further 10% chance of being subject to *Stupidity* -1 (that's *really* dim).

† Giants with a Cool of 2 must make a compulsory throw for *Frenzy* whenever any enemy approach within charge reach or fire missiles at them.

Giants with a Will Power of 1 or 2 take *double damage* from magical attack. Giants with Will Power levels of 10 are *Magically Resistant* (see Advanced Rules).

### Giants and Alcohol

It is a sad fact that giants have a very irresponsible attitude towards alcohol. Quite why this should be is uncertain, the elves believe it is due to 'environmental factors' and 'widespread social and economic deprivation'. Whatever the cause it is certainly true that a great many giants spend a great deal of time utterly and obviously drunk. Giants with a Will Power of 3 or less are subject to *Alcoholism +1*; there is a 10% chance any other giant may be subject to *Alcoholism*.

A giant subject to *Alcoholism* will start the battle drunk 25% of the time. Even if sober he will take every opportunity to drink that he can, stopping at nothing to imbibe as much as possible before passing out.

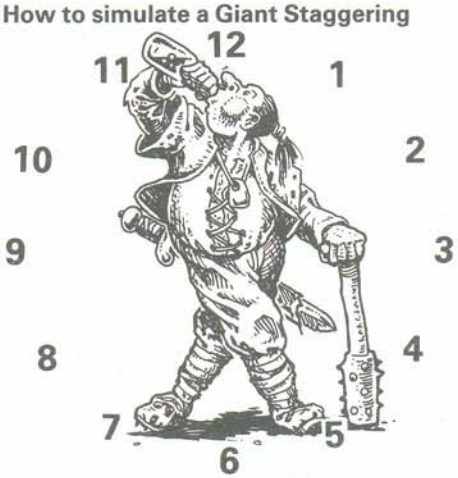
Drunken giants have very little control of their attack options – so instead of the player choosing how he will attack roll a dice. If the result is inappropriate for the enemy type roll again.

1 Stomp and Grind
2 Pick up and Throttle
3 Pick up and Throw
4 Pick up and Eat
5 Pick up and Stuff into Bag
6 Jump up and Down
7 Swing with Club
8 Thump with Club
9 Yelling and Bawling
10 Head Butt or Drop Ball on short opponents

### Giant Stagger and Fall Chart

Giants are clumsy. This chart will enable you to simulate that most common occurrence – the Giant Stagger and Fall. A stagger consists of the giant lurching about in a random direction, treading on people and walking into trees etc. Giants may stagger for many reasons – drunken giants stagger automatically on the d6 dice roll of a 6 made at the beginning of their movement phase. A giant who is killed in combat may also stagger about in his death throes – this happens on the throw of a 4, 5, 6 on a d6.

### How to simulate a Giant Staggering




Consult the chart – you will see that it resembles a clock face, with 12 being the direction in which the giant is facing. Roll a d20 to establish the direction in which your giant is going to stagger. A roll of 13-20 is counted as 12, so there is more chance your giant will stagger forward. Stagger distance is 1d6 inches. A giant Staggering through a unit causes 1d6 Strength 2 Hits.

Falling giants are downright dangerous! Dead giants always fall, (after staggering if appropriate). Drunken giants may fall after staggering on the d6 throw of a 6. To simulate a falling giant use the illustration of a fallen giant next to this article's title as a template (photocopy it and cut it out).

Use the 'stagger' chart to determine the direction in which the giant falls. Throw a d20. 12 on the chart represents the direction in which the giant is facing, a dice score of 13-20 is counted as 12. Now use the 'Falling Giant Template' to determine who has been hit by the plumetting Giant. You can copy out the diagram onto a piece of card for easy use. Place the feet of the template by the feet of the model with the head in the direction of fall. All models completely covered by the template receive 2 automatic Strength 4 Hits. Models partly covered receive 1 automatic Strength 2 Hit.

A drunken giant falling over may knock himself out, or just lapse into unconsciousness, roll a d6 – a score of 6 and the giant is unconscious for 1d6 turns. A drunken giant attempting to rise takes a complete Move Phase to stand up and then must roll again to see if he staggers.

### Giant Attack Option Summary Chart

This chart is intended as a ready reference for players familiar with the attacks.

| *Attack* | *Hits* | *Strength* | *Notes* |
|---|---|---|---|
| Stomp/Grind | d3 | 4 | No Armour Save |
| Pick up/Throttle | 1 | - | Instant Death |
| Pick up/Throw | 1 | 3 | |
| and... | d6 | 2 | |
| Pick up/Eat | 1 | - | Instant Death |
| Pick up/Bag | 1 | - | Capture |
| Jump up/down | d12 | 4 | Terror |
| Swing with club | d6+2 | 3 | |
| Thump with club | 1 | 6 | Embed Weapon |
| Yelling | none | none | Terror |
| Head Butt | d3-1 | 3 | |
| Dropped Ball | 4 | 1-4 | |
| Fall | 2 | 4 | Full Strike |
| and... | 1 | 2 | Partial Strike |

### Example

Drough Glutthog is a true giant, also very drunk. At the beginning of his move he rolls a d6 to see if he 'staggers' – he rolls, scores a 2, so he's alright. The giant charges an enemy unit of goblins, who dice to save against *Fear* and stand firm. Drough has an Initiative of 3, against the goblins 2, so he attacks first. As Drough is a bit worse for drink he gets a random Attack Option, dices and scores 4 – 'Pick Up and Eat'. Drough bends down and picks up one of the goblins, the goblin takes a swipe at his hands but causes no damage (The goblin requires a 6 followed by a 4 'To Hit' – WS 2 vs 3). As Drough stuffs the struggling Goblin into his mouth it strikes again, but again causes no damage as Drough's jaws clamp down and crush him.

The goblins fight back but cause no damage at all and are pushed back and routed. Drough decides not to follow.□

# The Dark Brotherhood

## An Alternative System for Assassins in AD&D

### by Chris Felton

The assassin in *AD&D* is a feared and respected class. However, several of the class attributes are designed solely for the mega-dungeon environment, restricting the assassin so that in that environment they are no better than thieves. This produces anomalies which can be corrected without increasing class power much.

There is no reason why the intelligent, dextrous assassins should perform their functions at lower levels than their relatively stupid, clumsy bretheren, the thieves. True, assassins rarely pick pockets and should be worse at this than thieves, but creeping around in shadows? Thus an extra line should be added to the Thieving Functions table: assassin modifiers. An assassin picks pockets at the probability of a thief three levels lower than himself (listed as -3 levels). The other functions are: Open Locks: same level. Find/Remove Traps: -2 levels. Move Silently: +2 levels. Hide in Shadows: +2 levels. Hear Noise: -3 levels. Climb Walls: +2 levels. Read and Comprehend Languages: +2 levels (a Comprehend Languages skill, taught only to assassins, should allow them to understand overheard conversations in the same way that they or thieves can read written languages: a useful ability for spy work. At first level the skill is at 15%). Assassins would still have skill in other thieving activities (Pockets, Traps and Hearing) as they were originally members of the Thieves' Guild, the most promising apprentices of which are frequently recruited by the Assassins' Guild. For this reason, the Guilds are closely linked, often sharing the same building in small towns as assassins aren't very numerous. In return for this filching of their best, the thieves demand compensation: and get it. Although they may not claim any of the usual help from the thieves (with the exception of bed and gruel for the night) all assassins must pay their full membership fees to both Guilds – 40% of all illegally acquired income at first level, decreasing by 5% per level to a minimum of 5%, so a first level assassin must hand over 80% of all illegally acquired loot. Adventuring prizes do not count as illegally acquired and are paid in tithe at the 'legal income' rate of 5% to each Guild. Assassination fees are paid at a special rate: the normal amount to the thieves plus 40%, regardless of level, to the Assassins for arranging the contract (even if privately arranged). In addition, the Assassins' Guild will remove, free of charge, any threat to the security of the thieves. Because of this close linkage all assassins use Thieves' Cant rather than their own speciality tongue.

Speciality tongues (Thieves' Cant, Druidic, Mages' Mutterings, etc) exist as a jargon (such as 'Dark Brotherhood' for the Assassins' Guild, 'Top' or 'Top Job' for an assassination, 'God-Squad of the Goats' for clerics of Thor, etc), and any assassin who makes his Comprehend Languages can understand a speciality tongue (but not speak it). If you use alignment tongues, the assassin should know one at first level, then gaining one with each weapon proficiency up to the intelligence limit in the *PHB*.

At present, assassins must be evil in alignment 'as killing... for profit is the antithesis of weal', but I have yet to meet a DM who does not allow neutral characters to kill if they stand to gain from it: how many of you have garrotted guards to enter a jeweller's shop or casually murdered intelligent beings for their treasure? An assassin is only a trained specialist doing his job, and may be either neutral or evil.

The assassination roll rules should be modified by the stipulation that the assassination must succeed in rolling 'to hit' the target before the DM rolls the assassination percentage. If the assassin hits but the roll fails the damage done is not 'normal', but is increased as a backstab as it is still a surprise attack.

The limitations on hirelings should apply only to permanent hirelings: any class of character may be hired for up to a month by any level of assassin.

Upon a change of Guildmaster Assassin the members of his Guild would have only a 3% chance per level of moving to a new Guildmaster's sphere of influence. The fee listed as a bonus to the followers of any former Grandfather Assassin was designed for the excessive cash levels of the American mega-dungeon campaigns, and should be cut to 100gp per level, and the destruction of the former headquarters is no longer necessary (in fact, it's crazy). There is a 5% chance per year of a change of Grandfather.

Assassins have four main lines of work: financing, spying, investigating, and killing. Financing involves gaining living expenses for themselves by the usual thief's methods, preferably by burglaries and con tricks as they use the skills at which assassins are most proficient. This is supplemented by the Guild wage while on spying or investigation missions, for which the Guild pays 5sp plus 2½sp per level per day (thus a sixth level assassin gets 20sp per day), and the icing on the cake is provided by the rare assassination fees. Straight financing missions must be cleared with the Thieves' Guild (in case your target is paying them protection or they are planning their own mission to the same target), and the sliding-scale tithe (40%-5%/lev) is paid to the Thieves Guild, while the Assassins Guild takes only 5%.

Spying work is done on commission from the Guild for a client and is described in the *DMG*. The standard wage is paid for simple missions: difficult or extraordinary missions are paid at a rate worked out separately for each mission.

Investigative missions are similar to spying but instead of collecting any information to be had the operative is looking for specific pieces of information which are probably not well-known but must be worked out. On these missions the assassin is operating as a private detective (often the Guild's cover activity), either for a client or for the Guild itself, who use operatives to find out information of use to themselves (locating those members of the secret police who aren't Guild members, reconnoitring a mission for a more senior assassin, or finding a murderer before the City Guard do so to demand a fee for not passing their name over to the Guard. The fee will generally be two-thirds of the Guild's estimate for doing the job themselves: assassins are not fond of freelancers!). Killing is self-explanatory, I hope! However, these missions are rare whatever the operative's level, as few people can afford the services of an assassin.

#### Possible Scenarios

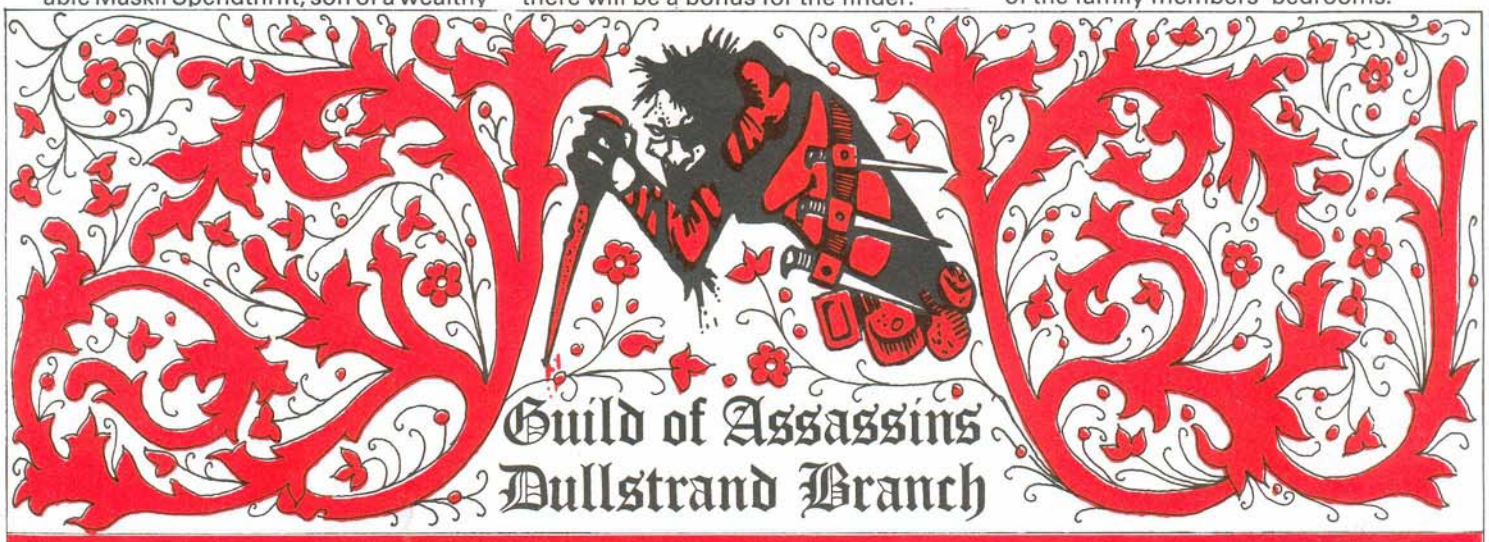
**The Gems of Kabarotim.** The character, attracted by a ship ablaze in the harbour, arrives in time to see the last of a group of dwarves on the quayside subdued by the City Guard. They are surrounded by piles of sailors, all dead, and Guardsmen, all wounded and unconscious. The Guard drag the dwarves off to the City Jail. If the PC gets in to see them, the dwarves will offer a reward for their release. The ship they burned was a pirate ship which had raided their coastal gem mine. They found some of the gems stolen aboard the ship, and the dwarves offer some of these as reward if the PC can a) release the dwarves, b) find out where the dwarves weapons, armour, and gems are stored, c) retrieve the weapons and gems with the dwarves aid. They are also willing to pay for information leading to the recovery of their other gems, which have been taken ashore by the pirate captain in his innocent-merchant guise. Unfortunately, they don't know who he is...

**Clear Argos.** Argos, a fellow assassin and friend of the PC, has been arrested by the City Guard for the murder of Nestim Telfor, a powerful local merchant. Argos bribed a guard to get in touch with the PC, and passed on the information that he is due for trial in 12 days but he doesn't expect to live that long: he didn't kill Telfor but has been framed. Telfor's guards have identified him as the killer, and Argos has no alibi (he was following a sea-captain for the Guild at the time). Despite this, Argos will not hang, because under *detect lie* in the court he will be

cleared, if he lives that long! The PC has to prove Argos' innocence before he 'commits suicide in his cell'. The Guild will pay spy-wage for the job as the PC is tracking down a free-lance murderer. Although he doesn't know it, the PC has only 7 days to find the killer.

**Stop Geevi.** Geevi Alstrath is a senior assassin (7-10?) in the City. At present, he is under contract to kill the Honourable Maskil Spendthrift, son of a wealthy noble. The contract's sponsor has discovered that Maskil's death would not be so advantageous after all, and has withdrawn the contract: but Geevi is out of contact, under cover to perform the assassination. The sponsor has now offered a fat bonus if Geevi is stopped without Maskil becoming aware that anything is amiss. The entire Guild is briefed: find Geevi before he kills and there will be a bonus for the finder.

**Count the Guards.** Geevi was found in time for the last scenario, or he got away with it, and now he is setting up another assassination bid, this time on Henrik Spendthrift, younger brother of Maskil. The PC's job is simple, give Geevi a complete plan of the grounds of the Spendthrift household (Maskil lived elsewhere), complete with guard positions and times of patrols, and the location of each of the family members' bedrooms.




**1.** The Dullstrand branch of the Guild of Assassins undertakes to attempt to kill, _____ resident at _____.

**2.** In return, the sponsor, _____ agrees to pay the arranged fee of _____ gold pieces, 60% of which is to go to the operative performing the task, the remainder to the Guild. In addition, the sponsor will pay all reasonable expenses (an itemised breakdown will be provided on request). Major expenses will be cleared with the sponsor before outlay. Half of this fee is to be paid in advance, the remainder, plus expenses, after completion. The sponsor is warned that defaulting on this second payment may be hazardous.

**3.** Up to three attempts will be made upon the target for the agreed fee. There are four conditions which will cancel any or all of these attempts. These conditions are:

a. The operative is killed attempting to fulfil this contract.
b. The operative is captured attempting to fulfil this contract.
c. There is evidence that the target suspects that an attempt is to be made upon his life and takes more precautions than were taken at the time of the Guild's fee evaluation.
d. Act of God (any God).

In any of the above cases the full fee is still payable, including incurred expenses.

**4.** This contract may be negated by the sponsor at any time prior to the operative going out of contact to perform the elimination. If the operation is cancelled in this way the sponsor will still pay the expenses incurred but the second half of the fee is waived. The first half of the fee is not refundable. Contact with an operative cannot be guaranteed, and in the case of a sponsor cancelling when the operative is out of contact the full fee is still payable if the target is eliminated.

**5.** Apart from two copies of this contract (one to be the Guild's property, one being retained by the sponsor), nothing concerning this matter is to be put in writing. Upon payment of the final portion of the fee the Guild will destroy their copy, and recommends that the sponsor does likewise.

**Signed:** For the Guild: _____

By the sponsor: _____

*Notes*: The fee will be set by the Assassination Guild, taking into account the level of the victim (on the Influence Level table, *WD30*, p14), the precautions he takes to prevent it, the level of assassin hired, and the degree of the risk the assassin faces.

Paragraphs 3a and 3b will be invoked if the assassin is killed/captured in reconnoitring the target or preparing the operation, but if the operative is killed or captured in connection with another case he or she will be replaced by one of the same or higher level at no extra cost.

The Guild will be reluctant to invoke paragraph 3c as it may get them a name for backing out of their contracts. It will thus only be used in one of two cases; either if the operative discovers really formidable extra guards/protections, or if the target is a senior member of the Assassins Guild (in which case the Guild tips them off to take extra, visible precautions).□

Counterpoint *is a bi-monthly boardgame column written by Charles Vasey. This issue Charles considers some fiction derived games.*

# The Game of the Book...

SF and Fantasy games have had a pronounced link with their generic literature for sometime, perhaps more than some good historical games but in a more obvious fashion. The success of *Call of Cthulhu* has arisen from the ability of the game to recreate the idiosyncratic world of Lovecraft, but it seems to me this success only came with the production of *Shadows* a scenario that mirrored the settings, the characters, and the richness of plot which a novelist must give but which scenario designers seldom essay. Boardgames have not been notably successful as this excellent scenario but their range is worthy of comment.

If I had to pick an example of a game that achieves much of its original book's flavour I would choose *Dune*. It's a little odd that some of the great SF 'sagas' are to a considerable degree historical works rewritten. If the Foundation Trilogy is *Decline and Fall of the Roman Empire* then *Dune* is the rise of the Prophet Mohammed and the Arabic invasions. The story is a natch even with Herbert's rather convoluted dialogue scenes and the game in no way disgraces itself. Its major success is the excellent way in which the characters are so different and the subtle fashion is which the gamer is encouraged to play those different roles. The almost fatal hubris of the Emperor, the untrustworthy violence of the Harkonnen, the terrifying power of the Atreides in battle, the non-violent power of the Bene Gesserit (not bad that, a wargame in which one power is not really a military power), the arch-merchants. The Guild who more accurately simulate the reality of such historical city-states as Venice and Genoa than many an historical boardgame, and finally the nomads of the desert. Of course what the game lacks is the sure victory of Paul Muaddib but in this it more accurately recreates Herbert's world. Its successes are those of characterisation, role-playing, and simplicity. It is also quite believable within the terms of the book's storyline.

*Dune*'s successes are less applicable in boardgaming's other 'huge' game, *SPI's The War of The Ring*. Perhaps the designers lack of time betrayed them, perhaps it was the very success of the book that made them afraid of opening up the plot as *Dune*'s designers have. For whatever reason one of the most seminal books of the last few decades for literate Westerners becomes a laughable charade. The forces of Mordor are faced with a lack of knowledge because the rules say they have a lack of knowledge not because the designers actually cause such a lack. It might be objected that there are only so many ways to approach Mordor, but why did we not get something akin to the naval search rules so successfully employed in many games. I remember one game of *WOTR* in which the heroes eschewed vulgar scatter tactics and went in a flying wedge for Mordor. The baddies drew a pile of useless search cards that never caught sight of the chaps in the white hats until they stormed up the hill. Clearly a little more thought was necessary to make this a game; of course if you simply wished to rehearse the events of the book it remains useable. This consideration opens up a subsidiary problem for the book game. Is it designed to recreate the book first and be a game second, or is it simply a matter of good design giving you both and bad design seeking an excuse? *WOTR* is in my humble opinion less of a good story than *The Hobbit* in which one of the greatest features of storytelling, that is that everything should not be fully explained, is more in evidence than in *LOTR*. This open country is where the designer can function to give the options that present the gamers with challenge. Let's consider a second game, *John Carter Warlords of Mars* published by *SPI*. Now the original Carter stories are not the greatest works of literature. The Hero always zaps heaps of the enemy but when they capture him do they tap him smartly on the head? Do they hell, the dozy blighters capture him and let him escape. But then you cannot keep a good Hero down. The stories also contained the standard stereotypes that make for a good B-movie with the setting excusing any of the many idiocies. Not great fiction but diverting if not read to the exclusion of all else. The game comes very close to simulating the style of the books. The Hero is roused by finding his Woman taken by the Unspeakable Villain who has legged it for the Distant But Exotic Location aided by Evil Henchmen. Aprised of this Information the Hero leaps upon a passing Thoat or, as it might be, flyer and pursues frequently aided by a Loyal and Exotic Friend. Several escapes later the Villain is finally nicked and the Heroine freed. Of course this plot is hackneyed, of course it is dull and repetitive, but if you read the book and know this why complain about the game? The game does of course seek to simulate the many features of Barsoom that make the books diverting, plenty of odd flora and fauna and all accurately located so as to provide you with a fun travelogue. Whilst it would seem difficult to see how one might make the game 'realistic' because the Villain would doubtless fill the Hero full of holes in Scene One, it cannot be gainsaid that one of the chief determinants of the Villain's ability to avoid the Hero is the number of times he is allowed to escape everything else being effective only as to small increments in victory compared to this one random result. Surely if the game is to be crazygolf rather than chess it should at least be an equal challenge to all players. Even so the result is admirably like the original as I discovered when I read the book after playing the game. *John Carter* never seemed to be enormously successful as a game, not that its books are bestsellers, and the lessons to be drawn from it are consequently less clear.

Perhaps the problem for the designer centres around characters who are but innocent pawns of a greater destiny. Thus *WOTR* with its apocalyptic ending is not perhaps best suited to small adjustments. *Elric* as a game demonstrates the problems can be covered by highlighting that struggle, in this case to the detriment of the 'simulating-the-book' aspect. *Elric* represents the modern growth from the literary tradition of John Carter; he is less clean-cut, slightly androgenous and rather more likely to indulge in Unspeakable Acts than some of his villains. The game fails in my opinion because it gets apocalyptic far too soon, rather like those nuke games where real players will always fire first no matter how the designer seeks to fool them.

The majority of games lack the ambience of the book they seek to simulate. *Dune* is an exception, a game in which you really get to play the game about which you have read. *Sanctuary* by *Mayfair Games* probably succeeds as well with its tacky fast-moving style simulating the books well, with all their pseudo-medieval detail that make them such accurate copies of the Creative Anachronism style of much fantasy gaming. I am afraid there is little the gamer can do here because this is a real problem of designing. Wargames have laboured under the problem for years what with political rules that would bore Zippy the Pinhead, supply rules that defy belief and generals who know exactly where everyone else is, one is hard pressed to see how either player experiences anything that comes within several parsecs of what a real general considers. Instead the designers tend to rehash old systems. It is not surprising that *Dune* should have been designed by the brilliant *Eon* team whose trade-mark is the ability to simulate in a few rules widely differing civilizations and races as so well evidenced in *Cosmic Encounters*. They reduce the power systems and aims to a simple series of characteristics. The Fellowship of the Ring should be aware of their weakness, but conscious of their elusiveness, Mordor should be powerful but stretched; unless these are experienced by the gamer he will derive little advantage from the game. *Starship Troopers* almost succeeded in some aspects of the book although frankly the Bugs do not get much more interesting after a couple of scenarios. The only other real threat to *Dune*'s supremacy is probably *Mythology* which really should be adapted to the *Illiad* or *Odyssey*; the game once again grasping and simulating the fact that heroes are pawns of the gods which must have been obvious to everyone who read the books but most designers still treat the gods as each side's artillery.□

# Crom Cruach

## Translated by Ian Bailey

### A Cult for Goblins in RuneQuest

*Shown here is a consolidated extract from Tralk True-Eye's* Mythology of the goblins Explain'd *dealing with the demon cult of Crom Cruach. Due to this cults excessive hatred of mankind, it has been difficult for the philosophers to discover much about its history, organization or powers and so Tralk True-Eye's account, limited though it is, represents one of the most detailed available on the subject. Interested readers should read part 1 of Tralk True-Eye's* Extracts *about goblin races first.* [*WD47*].

*'Crom Cruach encircles the world; his coils are disorder; his shadow darkness; his breath death.'* Goblin saying.

Crom Cruach is the Worm god of the night, a god of death and destruction, calamity and war. In the past he was placated by goblins when they wished to avoid bad luck but he was never worshipped. It was not until the goblins were driven into the wastes of this world that some, especially the hobgoblins, began to actively worship this demon. The cult holds such sway in the far north that the territory of the goblins there is now named the 'Lands of the Boghazkoy' or the 'Land of the Servants of Crom Cruach'.

The Runes of Crom Cruach are those of Darkness, Death and Disorder. The precise meaning of these runes has been interpreted by the cult priests so that death is said to represent the end of all cult enemies (especially man), whilst disorder stands for the confusion the cult will sow amongst its foes. The priests, with their nefarious rantings, have elevated this savage cult in the eyes of many goblins by claiming that it represents the only hope of salvation from the continual persecutions of mankind, and the only way by which the goblin's ancient lands can be reclaimed. The priests name this 'crusade' the *Dracarmac* and claim it will culminate in an apocalyptic war known as *Angmagssalik*.

Priests are widespread and more like warlords than religious advisers.

**Social Structure**

The Cult of the Dark Serpent has no lay members. A goblin is either committed to the cult or against it, in which case he is considered inferior to all cult members. Initiates of Crom Cruach are known as Boghazkoy, which means 'servants', and they display their rank by staining their skin green. They are indoctrinated into the cult's practices by the priests and if they transgress any cult taboos they are immediately sacrificed either by being burned alive or bled to death.

The Boghazkoy are taught up to three weapon skills to a minimum of 50% (usually short spears, knives, hatchets, clubs and bows) as well as some battle magic:

*Dullblade* – for the coils of Crom Cruach are immune to all blows.
*Strength* – Crom Cruach is awesome in his physical power.
*Extinguish* – Crom Cruach casts a shadow over all things.
*Fanaticism* – Crom Cruach's spirit knows no limits.
*Disruption* – The eyes of the serpent harm those upon whom they look.

*Light, lightwall* and *harmonize* are forbidden. The warrior Boghazkoy are taught to show no mercy in battle and to count heads after a triumph. They will only take prisoners if the priests require sacrificial victims. They also believe all weapons and armour are the gift of Crom Cruach and if they defeat an enemy when bound under the *vow of victory* they must break all the captured military equipment and then sacrifice it to the Worm God.

The cult appears to have no RuneLords who can be identified for any religious significance. However, there are captains (the toughest and most skilful cult members) who lead the Boghazkoy into battle and conduct mass sacrifices for the priests.

As a generalization, cult captains have at least 90% skill in two weapons and the spells *darkwall, detect traps* and *co-ordination*.

The cult priests are warlords in all but name. They are allowed to have a bound spirit – a possession which is anathema to the followers of Kernu [see next issue], and they have access to all the common rune magics as well as the following cult specials:

*Vow of victory* – 2 point RuneSpell; passive; duration: until the Boghazkoy achieve victory or are totally and completely wiped out.

The *vow* adds 5% to all Boghazkoy attack chances. The priest loses two power points on top of the two sacrificed to acquire the spell and he must then place himself in the custody of two captains who do not participate in the fight. If the Boghazkoy fail to triumph it is assumed the priest is out of favour with the Dark Serpent and he is immediately sacrificed to the god.

If the Boghazkoy achieve victory and covet any military spoils the whole force will immediately be cursed with -5% to all attacks in their next battle.

*Summon horror* – 8 point RuneSpell; passive; duration: variable.

A *Horror of Crom Cruach* may only be summoned on a totally dark night, and only once a lunar year by any individual priest. The priest must sacrifice one intelligent being per d6 of size required up to 7d6 SIZ. Victims are sacrificed by burning in a wicker cage. The ceremony is so exhausting that the priest will lose half his CON.

**Horror of Crom Cruach**
(dark skinned winged serpent)
**STR:** 4d6+6
**CON:** 4d6
**SIZ:** 2d6 to 7d6
**INT:** 2d6
**POW:** 4d6
**DEX:** 3d6+3
**Move:** 7/11 flying
**Armour:** 3-point skin
**Attacks:** Bite, SR9 (3d6) 50%.
Tail Lash, SR7 (1d4+constriction) 70%.
Damage may be higher with damage bonus.
**Spells:** Permanent *aura of terror, demoralizes* all within a 10' radius, except summoner. For resistance, it works with half the horror's POW. Once summoned the priest tries to command it. A roll of 95-00 means the horror is confused and attacks the congregation, killing 1d3 goblins/onlookers etc per d6 of SIZ. Once sated or its physical manifestation destroyed it will disappear. If the priest successfully commands it he may tell it to attack any group of creatures. It will do this until sated or destroyed, as above. If the creature kills all the people in a group specified by the priest and is still not satisfied it will attack the nearest living and intelligent being(s) to the scene of its last battle (this may include the summoning priest).

The Horror attacks by biting and using its tail on alternate melee rounds. If its tail hits a victim and is not parried there is a chance (3 x the creatures DEX) that the tail has wrapped itself around the victim and on the next melee round it will begin to constrict and bite the victim.

If the tail wraps itself around an arm, the victim will immediately lose the use of that arm (dropping any weapon held in that hand) and the horror's bite chance will rise by 10%.

If the tail wraps itself around a leg, roll on the Resistance Table (STR vs STR) to see if the victim falls. If he or she does, the horror's bite chance rises by 20%. Check to see if the victim falls every round until he does or gets free.

If the tail wraps around the chest there is constriction. Once the constriction has crushed any armour there is a 10% chance, increasing by a further 10% each melee round, that the victim will be unable to breath and pass out. The horror will then crush its victim at leisure.

If the tail wraps round the head, the victim will be unable to see or breath and can do nothing but try and free himself. He must free himself in CONx½ melee rounds or pass out. This involves killing the horror or a STR vs STR contest.□

*Next Issue: Kernu, an Alternative Goblin Cult.*

*Microview is a regular bi-monthly computer column for gaming micro-enthusiasts, edited by Mike Costello. This issue, a quick note on getting the 'bugs' out of your programs.*

# Tracing Errors

**by Gareth Williams**

As all programmmers know only too well, 99% of their non-trivial programs will not execute correctly on the first run. In fact, the majority of a programmer's time is not spent inventing that elusive ultimate computer game, or even in typing long programs, but in removing errors from programs that just refuse to execute as expected.

Errors can be divided into two classes. First, errors in the syntax or 'grammar' of the program code, which occur when the code is not recognised by the interpreter (or compiler) as valid according to the language used. Secondly, run-time errors in the semantics of the program, which occur when the code is syntactically correct but does not execute in the manner intended.

Of the two types of error, run-time errors are by far the most difficult to correct. This is mainly because the help your computer can give you in dealing with errors is usually limited to the first type.

If you include a syntax error in your program, the computer will stop execution and print a message such as:

SYNTAX ERROR AT LINE 100

or, if you're lucky, something more detailed such as:

SYNTAX ERROR (ARRAY VARIABLE OUT OF BOUNDS) AT LINE 100

In either case the programmer knows the line in which the error is located and can list the line to correct it. But if a run-time error is suffered, anything may happen, and the computer will give no help because as far as it is concerned it is doing exactly what you intended.

For example, in a *Space Invaders*-type program I wrote, at the point where the program was supposed to give instructions, it filled the screen with zeroes and promptly printed GAME OVER. The program had given no error messages and was syntactically correct. The essential problem is that a run-time error will give no hint as to its location.

The trace technique is designed to help locate run-time errors by giving a trace of the flow of control in the program (which lines were executed and in which order) before it crashes. A series of trace-lines is inserted at key points and at suitable intervals in your code. A trace-line is simply a line of code which outputs its own line-number and, optionally, the values of variables at that point in execution. For example:

```
20 A=A+B
21 PRINT"AT LINE 21, A=";A;"B=";B
25 A=A*A
```

When this version of the program is run, there will be a trace output on the screen such as:

AT LINE 21, A=10 B=5

If you know that A was supposed to equal 15 at line 20, you know that at least part of your problem occurs at or before that line.

A trace is virtually useless in a program that is heavily spiced with GOTOs, for the simple reason that the flow of control will leap around inside the program like a manic firecracker, producing a trace such as:

AT LINE 10
AT LINE 600
AT LINE 20
AT LINE 25
AT LINE 400
AT LINE 300

The usefulness of a trace is proportional to the size of a program. A trace in a 1000-line program is very useful, but in the case of a 10-line program it's quicker to scan the code visually. An exception to this occurs when the program is short but recursive. Traces are very useful in tracing the depth of recursion, if your micro supports this feature.

Some micros have a trace facility built in, such as the *Apple's* TRACE/NOTRACE commands, TRON/TROFF on the *TRS-80*, etc. But implementing your own gives you the chance to get as much or as little information as you want and in whatever format you desire (either to the screen or the printer). Although I regularly use the *Apple* I find its TRACE facility very confusing and always use my own.

Always trace a copy of the program, not the original! Removing traces from a large program can be very time-consuming and error-prone.□

## LISTINGS RECEIVED
**by Mike Costello**

Here's a summary of material received by *Microview* concerning character generators and similar GAPs for commercial role-playing games. It would take a lot of space to print all the listings and this would also involve a great deal of duplication, as the same ideas have occured to a number of different people. But thanks to all contributors for sending in the fruits of their labours.

**Character Generators**
*Gamma World*
John Pitts (Glasgow). For the *ZX81* (16K).
*Tunnels and Trolls*
D G Evans (Leeds). For the *ZX81* (1K).
Gareth Williams (Glasgow). For the *Apple II*.
*D&D/AD&D*
Liam Collerton (Newcastle on Tyne). For the *ZX81* (16K).
Phillip Knight (Surrey). For the *Apple II*.

**Dungeon Generator**
*D&D/AD&D*
Owen Thomas (London). For the *ZX81* (16k).

**World Generator**
*Traveller*
Nelson Cunnington (Devon). For the *Apple II*.

Dear *WD*,

Having played *AD&D* for several years, I have come to the conclusion that whoever wrote the Class Level Limitations must have been working late.

Why are elves limited to 11th level in Magic Use??? I know *AD&D* is humanocentric but this is going too far! Surely, in their 16 centuries of life they can learn a lot more about spell casting than a human in his meagre 120 years.

Therefore one should allow elves to be unlimited level MU's!!!

Yours irately,
Seth the White.

Dear *WD*,

Being an enthusiastic *AD&D* player and the proud owner of a *RQ* boxed set, I am very impressed with the high quality of *WD* and the new format. The reason for this grovel is because I spotted a mistake in *WD45*.

In the article *Divination*, Oliver Dickinson said that the Storm Bull cultists do not like the idea of anybody knocking pieces of truestone off of the Block because it may eventually free the Devil. This is wrong...

In *Cults of Prax* it tells of how Storm Bull summoned the Block to crush the Devil, but it also tells of how the god, Waha, ordered the construction of the Good Canal to wash away the remains of the Devil, and also of the fact that when the Devil arrived in Hell, he was devoured by Arachne Solara. The reason for the Storm Bull worshippers' attitude may be because the Block is one of their holy places and that they do not want it taken away in little pieces.

Apart from this mistake, the *RQ* articles have been excellent, especially the article *Dealing With Demons* by Dave Morris.

Before I seal the envelope, a few questions: 1. Do you have any news on *Chaosium's* 'Sartar Campaigns'?
2. Could someone enlighten me about how to become a hero in *RQ*? Is this lack of information on *Chaosium's* part just a ploy to get people to buy further publications in their quest for knowledge.
3. Will you be publishing any *RQ* scenarios in the near future?

Yours,
Steven Cox, W Sussex.

*Steven has not perceived that the words in question are not mine, but Greg Stafford's, and as far as I'm concerned what he says about Glorantha goes! See also* Cults of Terror *on the distinction between Wakboth, who is pinned under the Block, and Kajaboor, god of entropy, who was eaten by Arachne Solara. The Storm Bull cultists, in any case, are unlikely to appreciate such theological niceties; as far as they're concerned, that's the Devil under there, and I wouldn't argue if I were you, knowing what Storm Bulls can be like! See further* RuneQuest Companion, *pg9, and the* Devil's Playground *scenario in* The Big Rubble. *Waha cultists may, of course, believe that the Devil's body was washed away or consumed; but there's an awful lot of Chaos in the Marsh, as their Rune Lords will know full well.*

*On other points (1) Apart from the tales recounted in* Wyrms Footnotes 11-14, *and some further information in the article in* Different Worlds 28 *I know no more than anyone else. Try writing to Greg Stafford. (2) Becoming a hero should be beyond the scope of an ordinary* RQ *character; if you're in that league, you're too good for ordinary* RQ. *Once the new edition of* RQ *is produced (next February?), I am told, Heroquest, long heralded by* Chaosium, *may be revealed to the waiting masses at last. (3) I hope so.*

*May I, finally, comment that I too am a S R Donaldson fan, but he does use words in a strange way sometimes, and there is nothing illiterate about saying so! –OD.*

Dear *WD*,

While I cannot help but admire Dan Bedford's letter [*WD45*] and commend his perception as to my article, please credit me with having thought things through before putting finger to keyboard.

When approaching a planet by Starship the first thought to come to mind is 'where to land?'. A Scoutship on an exploratory mission is going to be careful and take precautions against all dangers. What better place to land than the middle of a dried up lake bed, or salt flats or even desert (*after* seismic analysis...) where you save fuel and can see for miles areound.

Landing near a source of water (fuel) would be better, and so what if the countryside is not quite right, just chuck in a few 'clean' tac nukes and play the main drive over what remains and the ground will be levelled off quite nicely thank you. We can always write it off as a training run. How do you think the RAF helicopters take part in those charity shows?

A planet is a *big* place and there is bound to be a suitable area to land somewhere (unless it is a waterworld!). Once the survey team have recorded their findings, the follow up crew are likely to land in the same place; so will the colonists, because they know it to be safe and thus Starport is born.

As for the cylinder shaped cutters etc having the glide characteristics of a grand piano, take a look at the NASA shuttle designs. If the pilot of the Space Shuttle said it had the glide characteristics of a rowing boat and that at those speeds it really didn't matter, I am inclined to believe him. Watching 100 tons of shuttle on my TV, hurtle in to a safe landing (at Mach 6!) has convinced me that any ship streamlined as in *Book 2* can do it.

In conclusion, there will be a Starport with a landing ground, on virtually all planets with atmosphere. The formation of the initial landing ground won't cost anything because it will be done by the military, long before the colonists and commercial ships get there. The construction of other Starports at a later date is another matter...

Yours,
Thomas M Price,
W Germany.

Dear *WD*,

I was especially pleased to see the article on new planetary governments in *Traveller* in *White Dwarf 46*, I think these examples are both well thought out and ripe with potential for *Traveller* adventures.

Thanks for the good work.

Yours,
Marc W Miller, USA.

Dear *WD*,

A few comments on *Happy Landings* [*WD43*] by Thomas Price, and the letter in *WD45* by Dan Bedford: Mr Price appears to equate streamlining in *Traveller* with aerodynamic lift. One glance at the designs for streamlined vessels (ie the Type S Scout) in *GDW* artwork ought to demolish this. As I understand it (and I may well be wrong, streamlining simply allows a vessel to enter atmosphere without having vital bits burnt off. Mr Bedford makes a somewhat similar point. I am afraid that as matters stand, anyone attempting to glide land something like the *GDW* Type S or Type A will only succeed in making a rather large hole in the ground, with the crew plastered thinly over the crater. Fuel-free landings are out unless something like – at minimum – the Space Shuttle is designed, with some degree of lift and with control surfaces. For preference small starships and auxillaries would be 'waveriders' as described in Duncan Lunan's *Man and the Planets*.

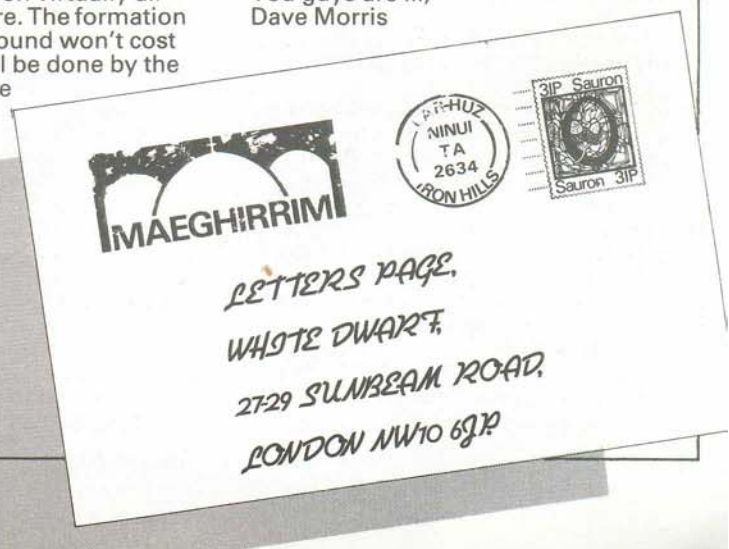
The other problem with the article is that drawing specific designs for starports – useful though they are – tends to ignore the fact that, in *Traveller*, a wide range of gravitic, climatic, political and economic factors are encountered on individual worlds, and these modify the design. There is not really such a thing as a 'typical' starport design. At least Mr Price has made a start and stimulated discussion on a rather neglected subject, considering how frequently players come into contact with starports.

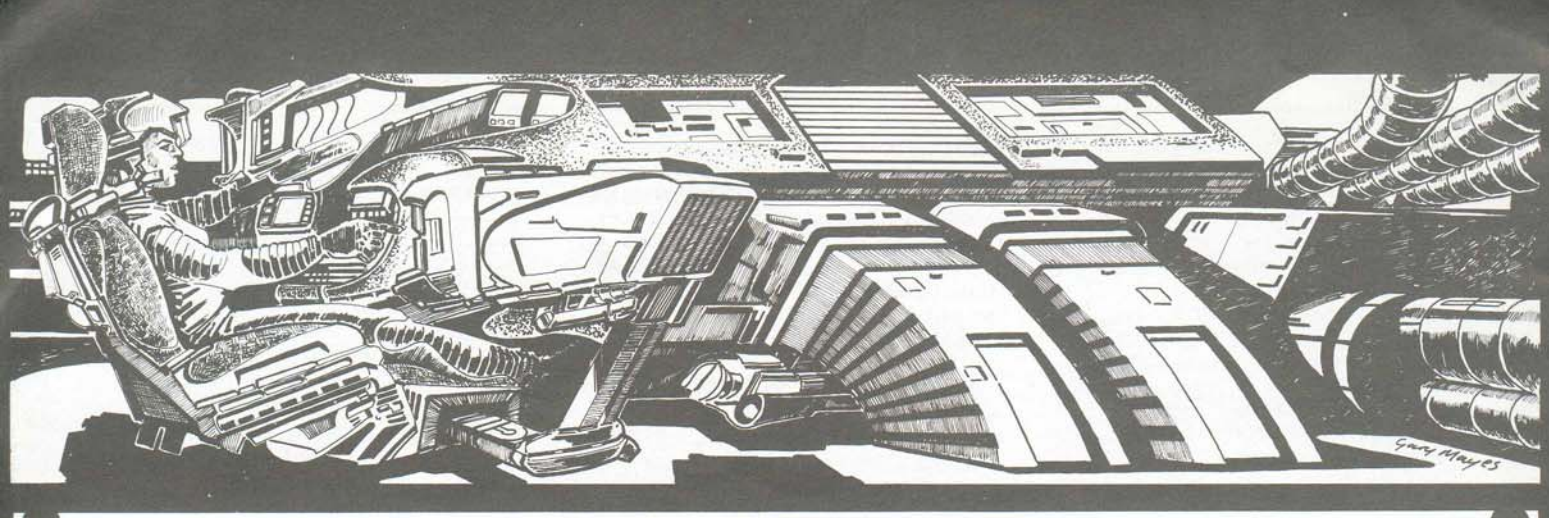
Yours,
Bob McWilliams, Shepperton, Surrey.

Dear *WD*,

I must object in the strongest possible way (ie I am sending an iron golem to off you) to the completely naked demon on the cover of *WD44*. Why do you persist in showing monsters without any clothes or armour as if they were dumb jerks who exist only for the sick gratification of the few deviant monster-fetishists among your readership. At least the girl had *Bracers of Defence* on, for god's sake!

You guys are ill,
Dave Morris





# DATABASE

## Computers in Traveller by Marcus L Rowland

Although various computer models and programs are listed in the *Traveller* rules, uses other than main ship handling functions are rarely mentioned. This article suggests a few programs and accessories which might be found in a commercial or military spacecraft, and some suggestions for modifying the normal *Traveller* computer models to give a better approximation of the progress likely to be made in several thousand years of computer design and construction.

**Programs**

Some programs use less than one full space in the computers' CPU or Store. The spaces they occupy should be added together and rounded up to the next largest whole space:

eg 0.2 + 0.5 = 0.7 but occupy 1 space.
0.6 + 0.5 = 1.1 but occupy 2 spaces.
0.6 occupies one space.

**Programs Available**

| *Title* | *Space* | *Price (MCr)* | *Effect & DMs* |
|---|---|---|---|
| Backup | 0.5 | 1.4 | Copies programs |
| Business | 0.6 | 0.3 | +1 on Broker or Admin skill |
| Compiler/Aid 1 | 0.5 | 0.4 | +1 on Computer skill * |
| Compiler/Aid 2 | 0.8 | 1.1 | +2 on Computer skill * |
| Damage Control | 1.0 | * 0.8 | Monitors damage to ship. |
| Low Monitor | 0.2 | 0.1 | +1 on low survival rolls. |
| Medicaid 1 | 1.0 | 0.6 | +1 on Medical skill * |
| Medicaid 2 | 2.0 | 0.8 | +2 on Medical skill * |
| Remote | 1.0 | 1.3 | Remote control of ship |
| Science Data | 1.0 | 0.5 | See below |
| Self Test | 0.1 | 0.3 | Tests computer |
| Simulator | 1.0 | 1.5 | See Below |
| Translator | 1.0 | 0.4 | Linguistic translator. |
| Watchdog | 2.0 | 1.1 | See Below |

* Different program DMs are not cumulative if loaded together.

A few problems associated with the following list of programs are rarely mentioned in the manufacturers sales literature – these are covered in the 'referee only' paragraph.

**Backup.** Used to make extra program copies for safety and security. Copies will only work on the machine that made them, and further copies cannot be made from them. Referee only: If the original program is lost *Backup* will not make another copy from the first copy. Some manufacturers incorporate anti-copying devices into their programs which make *Backup* useless or, even worse, give a faulty copy which might endanger the ship.

**Business.** A general business and accountancy package: administrative routines, word processing, tax auditing, payroll generation. Referee only: User must have the Broker or Admin skill to get positive DMs.

**Compiler/Aid.** Speeds up the production of new programs and adds extra language and error-trapping facilities, making it easier to generate fast bug-free programs. Referee only: It must be tailored to the computer on which it will be used. If not the new program will eventually malfunction, typically at an inconvenient moment. If Compiler/Aid is bought along with the computer this will not arise. Referees should remember, 'What Can Go Wrong, Will' when new programs are written by player characters with or without Compiler/Aid.

**Damage Control.** Runs rapid system checks in computer monitored areas and detects minor damage (eg slow air leaks, jammed iris valves) as well as major malfunctions. Referee only: Faults are presented in alphabetical order, not in strict order of seriousness. For example: Iris Valve C7 – Jammed Open may appear on the screen before Jump Drive - Unstable Control Crystal. It is extremely sensitive to faults and may give false alarms (reporting the normal miniscule air loss around a turrets' bearings as an air leak).

**Low Monitor.** A specialised medical routine monitoring low berths that must be in the CPU or store for the flight duration. This program function is duplicated in both Medical programs, but they occupy more memory and are impractical to keep loaded at all times.

**Medicaid.** Gives diagnosistic information based on the medic's opinion of the patients' symptoms and on medical monitor readings. Medicaid 1 covers a single race (eg Humaniti) and deals with most routine treatments, Medicaid 2 covers up to 4 races and can also be used to control autodocs. Both programs are covered by an updating service, similar to that available for Library Data. Referee only: Low Monitor and Medicaid are most reliable when dealing with the species which wrote them, and may make unfortunate errors in their coverage of aliens.

**Remote.** Links the ships commo and piloting controls directly to a portable computer. It must be loaded in conjunction with the vessels normal Manoeuvre or Manoeuvre/Evade program. Referee only: The program's range is limited to line of sight, although on planets with an ionosphere or good satellite relay systems indirect operations may be possible. If there is any speed of light delay between transmitting and receiving signals there will be pilot skill penalties, -1 per 0.5 seconds timelag. It is usually illegal to use Remote programs on or near heavily populated worlds.

**Science Data.** Detailed Library data, covering one or more subjects. Typical topics are Engineering, Extrobiology, and Biochemistry.

**Self Test.** Runs a series of several million calculations to check that the computer is working correctly. It must run for a minute per CPU and store space, whilst no other program is used.

**Simulator.** Used to train crew to deal with equipment failures and battle conditions. Produces lifelike instrument readings, visual displays, etc. It must be combined wiht an appropriate 'host' program such as Gunnery, Jump or Navigate. Referee only: An extremely rare fault is the activation of the system simulated, which can be avoided by disconnecting main power leads or vital components before a simulation run.

**Translator.** Gives written or verbal translations of alien languages, quickly, fairly accurately and of real time conversations. It can only cope with two languages at a time. The more obscure the language the more expensive the program. Special versions are available for difficult languages (eg Hiver sign language) with visual displays, tactile pad accessories, etc. They require 1.5 spaces of memory and are correspondingly expensive. Referee only: Translator copes very badly with figures of speech, similes, and words with more than one meaning. 'Out of Sight, Out of Mind' might be translated as 'Invisible lunatic' This is less likely with widespread languages (eg Zhodani, Vargr).

**Watchdog.** A security program, to protect an empty ship. As well as normal internal anti-hijack operations it can be set to electrify the outer hull, fire ships weaponry at anyone entering a preset radius, activate drives or radars as anti-personnel weapons, and operate other protective devices. Authorised personnel are recognised by portable

computer signals or voice transmission codewords. Referee only: Watchdog is illegal at Imperial spaceports. Unless parameters are carefully defined this program can be lethally dangerous, firing devastatingly powerful weapons at drifting leaves or frying the ground crew who want to refuel the ship. If the deactivating codeword or signal is lost or forgotten the crew may find it difficult to return to the vessel. Voiceprint identification may fail if the speaker is injured, under stress, or suffering from a respiratory infection. Remember: this program is not 'intelligent' and cannot be persuaded to relax security.

**Hardware**

A typical ship's computer consists of the CPU and store, one or more master terminals giving full access to all its data (eg on the bridge and in the main engineering space), some specialised terminals (eg turrets) with restricted control, and several secondary terminals used as entertainment consoles, intercoms, and information points that cannot be used to control any vital ship system. Usually the Captain and the first officer will know a command signal enabling secondary terminals to be used as a master terminal, and the Captain will know another signal allowing such a terminal to become the only master control. Most systems also include an interface unit allowing data to be transferred to or from a portable computer. Printers and other peripherals usually cost and weigh extra.

**Computer System Extras**

| *Item* | *Cost* | *Weight* | *TL* |
|---|---|---|---|
| Printer (simple) | Cr900 | 8kg | 6+ |
| Printer (advanced) | Cr1500 | 14kg | 7+ |
| Entertainments Unit | Cr25000 | 50kg | 7+ |
| Voiceprint Analyser | Cr2100 | 12kg | 7+ |
| Speech Sythesiser | Cr4000 | 1kg | 7+ |
| Backup Power Supply | .....See below..... | | |
| Medical Monitor | Cr2000 | 0.1kg | 9+ |
| Neural Interface | MCr0.85 | 100kg | B+ |

**Printers.** Gives permanent records, usually on paper or similar. Simple units have a normal set of letters and numbers plus a few special symbols; advanced units are faster with neater results, many more characters and high-resolution graphics. Referee only: printers can generate electrical or magnetic fields that may effect other parts of the ship.

**Entertainment Units.** Gives secondary terminal access to plays, music and video games. Its programs are supplied by various entertainment corporations. These units are not part of the computer but they make use of its remote terminals and switching systems. The cost listed is for a unit with ten entertainment channels, more powerful units are available. Referee only: These units may interfere with vital control systems, intercoms, etc if several terminals try to access the same channel simultaneously. Manufacturers should install a cutout circuit to prevent this, but there is a slight chance (roll of 11+ on 2d6, +1 if unit is over 10yrs old) that this circuit is broken or missing.

**Voiceprint Analyser.** Used for crew identification. They are usually linked to the ship's radio and intercom unit. Referee: see Watchdog notes, for voiceprint or identification problems.

**Speech Synthesisers.** Allows the computer to talk. Usually used for emergency announcements and to give an intimate feel to games, it may also be used for routine messages and reports. Generally, these units contain 200 words per TL above 6. Referee only: Unbiased observers tend to find them irritating after only a few hours use, and maddening after prolonged exposure. In one incident a navigator smashed a unit after it told him to 'have a nice day' eighteen times in one watch.

**Backup Power Supplies.** Available at all tech levels.

$$\frac{\text{Power output (hrs)}}{\text{(round down)}} = \frac{(\text{weight (tons)} \times \text{TL}) \times 4}{\text{Computer Model No} + 3}$$

Thus at TL12 a 1 ton Power Supply will give a Model 1 computer 12 hours power, a model 2 computer 9 hours power, etc. Backup power supplies are charged from the ship's power planet until needed. Referee only: If the computer is damaged its backup power unit may also be damaged (50% chance), reducing its storage capacity by 20% x d6 (anything over 100 is total destruction).

**Medical Monitors.** Worn on belts or carried in pockets. They transmit vital signs – pulse, respiration, temperature etc, to the computer, which must be running one of the Medicaid programs to interpret them. At higher TLs they may even be implanted in the body. Referee only: They can be easily modified to act as bugs or homing beacons.

**Neural Interface.** Lets the pilot control the ship by nervous impulses. Each unit must be for a specific pilot, who must be specially trained with the necessary electrodes implanted. At TL D+ multi-user systems are available, each pilot inserting a memory chip reprogramming the machine to his (or her) nervous system before plugging in. The system gives a +2 pilot skill bonus. In some designs the user can also control one or more turrets, which are much more expensive and usually unavailable to civilians. Their effect is similar to the 'Evil Eye' sight mentioned in *WD40*. Referee only: There is a feedback mechanism, so the pilot is directly aware of the ships' condition. This feedback is almost always via the nerves of touch and pain. If such a ship is seriously damaged the pilot may suffer intense pain (4d6 subdual damage) and may develop psychosomatic burns and scars. Such marks are fairly common amongst pilots with extensive combat experience using this system. Ships damage and injury areas are related:

| | | | |
|---|---|---|---|
| Computer: | Head | Drives: | Legs |
| Power Plant: | Heart | Turrets: | Arms |
| Hull: | Skin | Fuel/Hold: | Stomach |

**Referee's Notes**

If characters persist in adding new gadgets to their computer, remember that such haphazard additions increase the likelihood of a major systems failure. If the computer is used exactly as designed, the basic chance of failure is a roll of 24+ on 4d6 each week. Every minor device added *after* initial installation (eg Printer, extra cabin terminals, etc) gives a +1 DM on this roll. Devices like entertainment units or turret terminals which interact with the system to a greater extent gives a +2 DM, while major installations such as Neural Interfaces add a +3 DM. The malfunctions these devices cause should be rolled on the table below or determined by the referee.

A ship's computer will perform many routine functions regardless of programs loaded, such as regulating power supplies and life support, operation of the internal gravity field and acceleration compensators, and switching intercom and other information services. Any damage to the system may disable some or all of these functions as well as disrupting the use of main programs. Use the following if a computer is damaged but not destroyed – roll 2d6;

**System Damage Malfunction Table**

2 Compensator failure: roll d6: 1-4 partial, 5-6 total.
3 Gravity malfunction: d6 x 0.2g increase.
4 Gravity malfunction: Reduced to zero g.
5 Gravity malfunction: d6 x 0.1g decrease.
6-7 Intercom failure: roll d6: 1-4 partial. 5-6 total.
8 Life support failure: roll d6: 1-5 partial. 6 total.
9 Power distribution malfunction, 10-60% power loss or gain to all systems.
10 Control malfunction, -1 on Pilot and Navigator skills.
11 Main programs garbled or lost.
12 Anti-hijack systems activate randomly.

**Updating the Traveller Computer**

Many referees feel that the computer types in the *Traveller* rules are old-fashioned, resembling older multi-user 'mainframe' models more than todays Mini- and Micro-computers. At first sight it seems more effective to have separate computers for each job (eg gunnery computers) but such units would still need to exchange informaton, and an interlocking net of smaller units doing the same job as a master computer would be much more vulnerable to sabotage and battle damage, and probably slower. More valid objections are that the memory space in the CPU and in the Store are too restricted for the size of the computer, and that programs are too expensive. The following changes are suggested, which slightly enhance the abilities of *Traveller* computers without seriously disturbing game balances.

1. Reduce prices of all programs except Jump (including those described above) by 75%.
2. Multiply CPU space for all models by 1.5 and round up to the next whole number.
3. Multiply Store space for all models by 2.5 and round down.
4. At TL 9+ fibre-optics models are priced as normal units.
5. At TL E+ multiply CPU and Store spaces by 1.25 and round up. This change is cumulative with 2 and 3 above.
6. If a starship computer is replaced with a more powerful unit *of the same* TL it can be an add-on process rather than a full replacement, with a saving of 60% of the original model's cost. The resulting unit is as old as its oldest component, and any potential faults caused by other add-ons are not corrected.
7. At TL A+ computer models 4 and above may incorporate artificial intelligence routines, at a cost of MCr3.5 with a 2-ton weight increase. The computer gains some reasoning ability, equivalent to a human intelligence factor of half (TL + [Model no x 2]). Usually the designers only include restricted free will, and the computer can improvise while obeying orders but not set its own goals.□

RuneRites *is a regular column dedicated to readers' ideas for* RuneQuest, *edited by Oliver Dickinson. This issue three new monsters, one of which may appear in this issues'* RuneQuest *scenario.*

# Ice, Desert and Swamp

## New Monsters for RuneQuest

**JASMAI**
**by Dave Morris**
**STR:** 2d6+7
**CON:** 3d6
**SIZ:** 2d6+6
**INT:** 3d6
**POW:** 3d6
**DEX:** 2d6+5
**Move:** 10
**Hit Points:** 11-12 average; because of the lack of vital organs, treat as a zombie in combat.
**Armour:** 1-point skin (plus padded leather, usually).
**Attacks:** Grapple, SR9, 70%. Proboscis (1d10+1), SR (immediately after grapple), 85% Weapon skills – various at 50%+.
**Spells:** Usually none; may have matrices.
**Skills:** Camouflage 50%; Tracking 85%; Listen/Spot Hidden 70%; Set Traps 55%.

Jasmai are supernatural creatures which dwell only in the coldest territories – arctic climes or high mountain peaks. Jasmai look like normal humans and are alway encountered singly, often passing as hermits or trappers. When attacking they *grapple* their opponent and then, if successful, lash out with a razor sharp proboscis normally hidden at the back of the creature's throat. Damage done by the proboscis is determined solely for the purpose of puncturing armour – the victim takes no actual damage as the proboscis only penetrates a centimetre or so, but a venom with potency equal to the Jasmai's CON is injected. If the venom overcomes the victim's CON he blacks out and must roll CON as a percentage to come round (this roll is attempted at the end of each MR until the character recovers). After recovering the character will experience no ill effects from the venom for 2d6 days, whereupon he will suddenly lapse into a terrible fever characterized by alternating bouts of sweating and uncontrollable shivering. At this point the character can still be cured with a *dispel magic 8*, but if the fever is allowed to progress then the character lapses into a coma within d4 hours and then loses his own identity as he transforms into an exact duplicate of the Jasmai who infected him. This transformation takes one hour and can be reversed only with Divine Intervention. At the end of the transformation the character will be a Jasmai, with all the skills, memories and motivations of the original; the character's own soul/identity has been destroyed.

Jasmai can be distinguished from humans when cut – instead of bleeding they exude a greenish sap, and the inside of the body is a homogeneous pulp without bones or organs. Jasmai takes 1d3 CON damage per full turn for every 10° Celsius above freezing. They have a 15% chance of a Chaotic Feature.

**CACTUS DEVILS**
**by Dave Morris**
**STR:** 3-6d6+8
**CON:** 1d6+12
**SIZ:** 3-6d6+2
**INT:** 1d6
**POW:** 3d6+6
**DEX:** 3d6
**Move:** 10
**Hit Points:** 15-20 average
**Armour:** None
**Attack:** Limb (1d8+2d6), SR8, attack and parry DEX x 5% (HPs vary).
**Skills:** Natural Camouflage 90%; Move Quietly 70%.
**Chaotic Feature:** as below

**Hit Location**

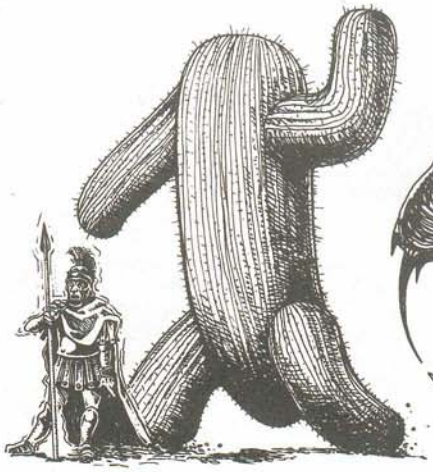
| *Location* | *Number* | *HPs (average)* |
|---|---|---|
| Right lower limb | (01-04) | 11 |
| Left lower limb | (05-08) | 11 |
| Trunk | (09-14) | 15 |
| Usable upper limb (roll randomly to determine which). | (15-20) | 10-13 |

These are chaotic desert-dwelling creatures closely resembling giant cacti. Their natural disguise is almost perfect, and many incautious traveller has made camp beside what seemed to be a harmless cactus and never woken to realise the error.

In combat, the cactus devil walks on its two lower limbs and uses its upper limbs as clubs; it will have 2-5 usable upper limbs (roll 1d4+1) and can strike with all of these each round. Nor does it cease to be a threat in death, for its chaotic feature has the effect of spoiling all drinking water in a camp where it is slain. Some cactus devils – perhaps 1 in 3 – use a special 4-point temporal spell which has the effect of confusing and enraging the victim so that he turns on his companions with *fanaticism*. They have no other magic.

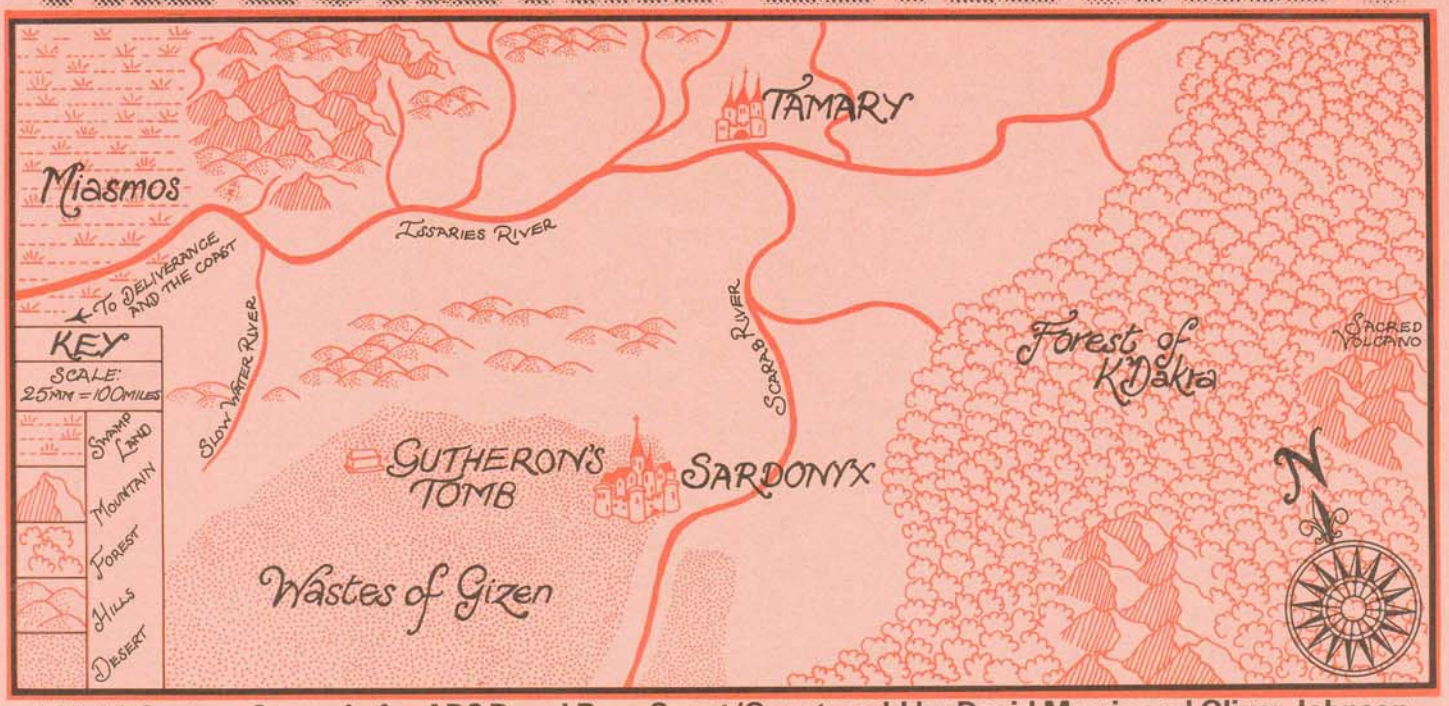
**TAN-PIRI**
**by Simon Basham**
**STR:** 3d6 Hit location is all body
**CON:** 3d6
**SIZ:** 5d6
**POW:** 2d6
**DEX:** 4d6
**Move:** 10
**Hit Points:** 14-15 average
**Armour:** 2-point skin
**Attack:** Crush (1d6+1d6 average), SR6, attack DEX x 5%. Once successful, the tan-piri crushes each round unless it rolls a Fumble on its attack, in which case the victim is free. The victim is totally enfolded unless he or she is not surprised and rolls DEX x 3 or less, in which case the weapon arm is free and may be used to attack. Each round of crushing does 2d6 damage to general HPs (armour will protect against this; use the weakest armour worn), and will also cause unconsciousness unless CON x 5 or less is rolled.
Bite (1d6+1d6 average), SR6, 95%. Once a crush attack has succeeded, the tan-piri will bite each round unless 96-00 is rolled.

This large, voracious, marsh-dwelling carnivore can best be described as a mottled green worm. About 2 feet in diameter, it moves by the oscillation of hundreds of white tendrils that run along either side of its body, much like a centipede, and through these it obtains all its sensory impulses. It can move forwards and backwards with equal facility. The tan-piri feeds by wrapping itself around its victim in an attempt to crush it and simultaneously biting with a score or more of small beak-like mouths situated along the belly. It is a solitary creature, only pairing to mate.



# THRUD THE BARBARIAN

# THE LONE AND LEVEL SANDS




**A Multi-System Scenario for AD&D and RuneQuest/Questworld by David Morris and Oliver Johnson**

*This scenario is for a party with skills in the 40-50% region or 4th-5th level. It is based on the recent series in* WD44-46 *on demons in* RuneQuest. *All monster descriptions of the encounters in this adventure will be found in this series;* WD44-46 *are therefore essential to run this scenario.* AD&D/D&D *players will find the* AD&D *stats for this series in this issue's* Fiend Factory, *and will need to refer to it whilst running the adventure.* AD&D *DMs are advised to read the* RuneQuest *series carefully before running* The Lone and Level Sands. AD&D*ers must also have* WD47, *for the demonist character class.*

### Overview

The action begins in Tamary, a teeming depot town in the buffer zone between the stagnating, once-mighty Ancient Empire and the lands of the Invader Race from Glorantha. Players may start as either Invaders or Ancients. For *AD&D* ignore SIZ and substitute Wisdom for POW.

| | STR | CON | SIZ | INT | POW | DEX | CHA |
|---|---|---|---|---|---|---|---|
| Invader Race | 3d6 | 3d6 | 2d6+6 | 2d6+6 | 3d6 | 3d6 | 3d6 |
| Ancient Race | 2d8+1 | 2d8+1 | 2d6+5 | 2d6+7 | 2d6+6 | 3d6 | 2d8+3 |

The two races deal with one another at a -3 CHA penalty. Optionally, the Referee may allow non-human player characters; *RQ*—ogres, elves, dwarves and dragonewts are all possible, *AD&D*-any character race.

*Note*: All money in this scenario is given in *RQ* Lunars (ie 5L). *AD&D*ers should treat Lunars as silver pieces. *AD&D* players are advised to hire a sage for this adventure, with History knowledge. RQ players should use the previous experience rules [*RuneQuest* Appendix H].

### Player's Introduction

Be it known to you that in the earliest days the great families of the Ancient Race lived as nomad tribes in the desert lands west of where now stands the city of Sardonyx. The gods were high above them then, not yet ready to raise the Ancients to the heights of their power, and each tribe carried with it its totem spirit, guardian deities who intermediated between the tribes and the celestial powers which guided their lives. In later years, as the tribes unified into the Ancient Empire, built their mighty civilization and finally began the slow fall into the decadence they know today, these totem spirits became degraded into mere demon-lords. Akresh, Tsienra, Eldyr and the others – now they seal bargains of eldritch power with those mighty enough to summon them, but once they were deities themselves and the greatest among them remember those days with anguish and rage at the infidelity of the Ancient Race.

This scroll fragment from the Lankhor Mhy temple in Deliverance is shown to you by Astragard, a wandering demonologist you met three days ago in the *Lying Monkey* bar in Tamary. He explains his plan: to travel south and enter the tomb of an Ancient noble called Gutheron of the House of Org. Gutheron was a pure-blood descendant of the tribe which worshipped Akresh in prehistoric times, and Astragard hopes to loot his tomb of many treasures relating to Akresh's powers. You ask about your share? Astragard laughs and claps a meaty hand down on the table – 'All the gold you can carry! There is vast treasure for the taking, and in a few months we will all return to Tamary town wealthy men!'

You have a few days to buy whatever standard items you need at Astragard's expense. One lunchtime you are joined by one of the wizened old men who seem ubiquitous in Tamary. 'If you are the ones employed by Astragard,' he says through toothless gums, 'I have a parchment which you may want. Only give me a few coins for it so I can buy some food for my old belly.' He lets you have it for 30L, and wanders off into the pressing crowd in search of wine and opiates. The parchment is very, very old, written in Karangka, the tongue of the Ancient Race. You get it translated at a stall in the bazaar for 10L: '... As I die, I leave a testament of my faithlessness. We built our master's resting place in the desert west of the great city, I and the venerated Koram, chief architect of Lord Gutheron of the House of Org. Above it we set a likeness of She in the Sky, so that she might look down into the place's depths. In the final chamber we put reverently the living statue of Thunder-in-the-Mountain – let not Lord Eldyr's son find it! Koram and I it was who saw to it that our fellow builders slept the righteous sleep next to our lord; after Nepthe's phial Koram slit their throats – but none feigned, all were in the Pleasant Garden already. Climbing then to the top of the place we blocked forever the ascending way so none will ever disturb our master's repose. We returned through the dreadful place of sacrificed bones, protected by our lord's gift, the sign of Man, through the place of mirrors where the shadows yet kept at bay, held by the Lady's light that we then shut out forever. With our sleeping friends we stood at last, our hearts beating fast as we thought on the journey to come, the phials in our trembling hands. "Drink now," Koram said, "and let us lie forever over the gateway of death, my comrade", and so saying drank his draught to the dregs, but a fatal stay fell on my hands and the phial fell from them as my dying friend watched me betray my lord's faith. At last Koram slept in the Garden with our lord, but life in me still reigned. I took a torch, my writing scrolls and left that place. Yet by the demon whose eye I passed through I lost my way in the desert, parched by the Lady's now-merciless eye.

Pity my bones, dear friend, and bury them under the drifting sands...'

The translator will, for a further 5L, explain that the script is written in a style typical of about 1000 to 1500 years ago, and will suggest that the 'great city' is probably Sardonyx, capital of the Ancients, and the allusions to 'Thunder-in-the-Mountain' and 'Lady in the Sky' refer respectively to the demon lord Akresh and the Ancient goddess Cotalqueh.

### Referee's Introduction

Gutheron died 1200 years ago. He used his sorcerous and demonological powers to devise bindings to place on Akresh. He planned to use a holy relic of his ancestors to channel his powers against the demon lord and make himself invincible and immortal, but the relic was in the possession of Lord Eldyr's half-human son (the man who now calls

himself Astragard, widely known as the Black Serpent then), and Gutheron's agents recovered it too late. Gutheron died, then, and was buried. Astragard intended to loot the relic from the tomb at once, but then decided to leave it safely where it was while he searched the length and breadth of the land for the spells which would enable *him* to activate the relic's power. At last, after twelve centuries of study and preparation for this single moment, he believes himself ready. If he is correct, he has only to reach the holy relic, recite the arcane formulae and the unimaginable powers of a demon lord will be his to command.

**ASTRAGARD** (Half-human son of Lord Eldyr, demonologist for *RQ*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 15 | Right leg | (01-04) | 7/6 |
| **CON:** | 16 | Left leg | (05-08) | 7/6 |
| **SIZ:** | 15 | Abdomen | (09-11) | 5/6 |
| **INT:** | 17 | Chest | (12) | 5/7 |
| **POW:** | 18 | Right arm | (13-15) | 7/5 |
| **DEX:** | 16 | Left arm | (16-18) | 7/5 |
| **CHA:** | 21 | Head | (19-20) | 5/6 |

**Move:** 8
**Hit Points:** 18
**Defence:** 35%
**Spells:** *protection 4; demoralize; detect magic; mobility; spirit binding; speedart; darkwall; extinguish; repair; bladesharp 2;* (known by Keesha:) *healing 4; xenohealing 3; dispel magic 3; invisibility; mindspeech; spirit shield 2.*
**Skills:** Demonology 85%; The Ritual of Summoning 95%; The Ritual of Binding 95%; Cast Possession 85%; Draw Pentacle 95%; Climbing 75%; Hide Item 80%; Jumping 85%; Trap Set/Disarm 80%; Listen 80%; Spot Hidden 80%; Spot Trap 60%; Hide in Cover 70%; Move Quietly 70%; Oratory 80%; Evaluate Treasure 85%; Map Making 90%; Numerous languages at 85%+; General Knowledge 85%.
**Items:** Three doses of potency 10 blade venom; storage crystal, POW 12; spell resisting crystal, POW 2; scorpion venom antidote, level 8; poison gas antidote, level 8; eucalyptus oil; acid potency 20 (for bargaining with Sraim); miscellaneous components for summoning (three sets); *possession* talismans for Engala and Tsienra; Bastard sword of bluish metal with two uses of *teleportation* each week; diadem with one use of *shield 2.*
**Bastard sword:** (1d10+1+1d4) SR4, 75%, Parry 75%, Points 30 (as hard as iron)
**Small shield:** Parry 75%, Points 8/attack
**Shortsword:** (1d6+1+1d4) SR5, 75%, Parry 70%, Points 20
**Thrown dagger:** (1d4+1d2) SR1, 80%
**Composite bow:** (1d8+1) SR1, 75%

**KEESHA** (bound spirit in shadow cat)

| | | | | |
|---|---|---|---|---|
| **STR:** | 9 | Right hind leg | (01-02) | 0/4 |
| **CON:** | 15 | Left hind leg | (03-04) | 0/4 |
| **SIZ:** | 6 | Hindquarters | (05-07) | 0/6 |
| **INT:** | 16 | Forequarters | (08-10) | 0/6 |
| **POW:** | 18 | Right foreleg | (11-13) | 0/4 |
| **DEX:** | 24 | Left foreleg | (14-16) | 0/4 |
| **Move:** | 10 | Head | (17-20) | 0/5 |

**Hit Points:** 15
**Defence:** 25%
**Bite:** (1d6) SR7, 50%
**Rip:** (2d6) SR7, 80%
**Skills:** Move Quietly 65%; Hide in Cover 55%.

**ASTRAGARD** (*AD&D*)
St: 15; Int: 17; Wis: 18; Dex: 16; Con: 16; Ch: 18
13th level Demonist, (*WD47*) 53 hit points, AC7.

Spells: 1st: all. 2nd: *ward element; plane source; petition; identify; dust warriors; divination.* 3rd: all. 4th: *cacodemon; call imps; contact other plane; spiritwrack.* 5th: *charm spirit* (x2)*; entrapping pentagram.* 6th: *contract; great summoning.* 7th: *dismissal.*

Astragard has special knowledge of history, language and theology/myth. Given a few minutes to converse with someone he can attempt to *charm* them (save at +3). His familiar, Keesha, is a demon cat about the size of a lynx. Keesha serves Astragard by virtue of the latter's demonic parentage, since normal demonists do not have familiars. Keesha has 10hp (these do not add to his master's HP) and AC7; attacks 1-2/1-2/1-3, saves as a two dice monster, moves at 12". His focus is a *+2 scimitar* with the power to cast *teleport* twice a week. His *Diadem* enables him to cast *shield* once a day. He has a one-use only *Crystal of Sraim Summoning.* When shattered a sraim is summoned. He also has a *Potion of Healing* with which to pay the sraim [see *Fiend Factory*].

Astragard, the son of the demonic Lord Eldyr and a human woman, has the power of *harmonic spirit* (Eldyr's Greater Gift, *AD&D* – his *charm* ability). He is a tall young man of almost androgenous beauty, but can appear in a number of illusory guises, usually as a hearty, middle-aged sorcerer with a huge red beard. Tied to the Luck Rune, he is thus immune to harm from gremlins. He will not voluntarily handle silver (although it does not harm him); his true form is reflected in any silver mirror. He can see in the dark. Lord Eldyr would react favourably to him if summoned but Astragard has sworn to his mother that he will never do this. Astragard is several thousand years old, and may be naturally immortal, in that he will not die of old age.

Astragard plans to go to Gutheron's tomb and there summon a sraim [see *Dealing With Demons*, Part II, *WD45*, (*AD&D*, this issue's *Fiend Factory*)] to locate the relic he seeks.

**SRAIM** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 7 | Right hind leg | (01-02) | 1/3 |
| **CON:** | 10 | Left hind leg | (03-04) | 1/3 |
| **SIZ:** | 14 | Body | (05-10) | 1/10 |
| **INT:** | 9 | Right foreleg | (11-13) | 1/3 |
| **POW:** | 12 | Left foreleg | (14-16) | 1/3 |
| **DEX:** | 13 | Head | (17-20) | 1/4 |

**Move:** 8
**Hit Points:** 11
**Defence:** 05%
**Bite:** (1d6 + potency 5 acid) SR8, 35%
**Spit:** (potency 5 acid) SR2, 50%
**Rune Magic:** *Extension 2* (one use only).
**Skills:** Stealth 25%; Perception 25%.

Astute players may realize from this that Astragard must once have owned the relic himself. He will use as little POW as possible, as he needs to keep at least 25 points to bind Akresh. This is because the relic, properly used, should multiply by four the effective value of POW channelled through it (*AD&D*: allows the use of a *great summoning* [demonist spell], and gives control over Akresh) and negate Akresh's Resistance to Binding (*AD&D*: Magic Resistance). Astragard, sadly for himself, has miscalulated the magic formulae involved – the relic will only multiply his POW by two, nowhere near enough to equal Akresh, in *AD&D* it will *not* allow the user to control Akresh.

### Referee's Material

**The Journey to the Tomb**
A week long journey through the Issaries flood plain leads to a 50ft bluff with a narrow wadi snaking its way up to a plateau. An encounter should be rolled for now and *once* more before the players reach the tomb complex.

**Desert Encounter Table**

| | |
|---|---|
| 1-5 | Nomads |
| 6-8 | Bandits |
| 9-10 | Griffins |
| 11-12 | Adventurers |
| 13-14 | Scorpion Men (*AD&D*: Giant Scorpions) |
| 15-16 | Dragonewts (*AD&D*: Djinn) |
| 17 | Cactus Devil (See *RuneRites, AD&D*: doppleganger). |
| 18 | Zombies |
| 19 | Wraith/Dervish |
| 20 | other (Referee's choice) |

The plateau is the Wastes of Gizin with enormous sand dunes, some as much as 75-100ft high. No tracks are visible, the sun beats down remorselessly. From now on players will consume water rations at 4 times the normal rate.

Note the party's water supplies adjusted for encumbrance etc. If the water supply runs out, subtract the following per player per day for days without water:

Day 1: -1 STR.
Day 2: -1 STR, -1 CON.
Day 3: -1 STR, -2 CON.
Day 4: -2 STR, -2 CON, -1 INT.
Day 5: -2 STR, -3 CON, -2 INT.
Day 6: -2 STR, -4 CON, -3 INT.
Day 7: -2 STR, -5 CON, -4 INT.

For subsequent days subtract 2 further from STR, and add 1 more to the CON and INT drain per day.

**Description of the Tomb Complex**
2 days journey into the wastes is a broad pavement constructed of jagged stones. A mile further on it disappears into the side of an enormous dune, with a gigantic head 50ft up its side. To the right of the pavement lies a low ruined building surrounded by a ruined colonnade, disappearing into the dune.

**1. The Oasis**
To the left of the pavement is a shallow puddle of stagnant water surrounded by stunted palm trees. No recent footprints can be seen

*Encounters* (only if water is taken from the oasis).
Daytime: 25% Amorph (reroll every 15 minutes of game time).
Night-time: 100% Amorph. *AD&D*: Amorph stats in *Fiend Factory*.

**AMORPH** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **CON:** | 20 | All locations | (01-20) | 1/23 |
| **SIZ:** | 21 | | | |
| **INT:** | 10 | | | |
| **POW:** | 12 | | | |

**Move:** 6/10
**Hit Points:** 23
**Appendage:** (1d8+1d6) SR10, 60%
**Spells:** *Ironhands 4; binding.*
**Rune Magic:** *Absorption* (one use only).
**Skills:** Stealth 15%; Perception 40%.

In the sludge underneath the water lie numerous human and animal bones. A 30 minute search may reveal a silver sceptre worth 155L with curious arcane inlays that increase its antique value to about 500L. Because of the rotting corpses treat the water as Level 3 Poison (*AD&D*: normal poison rules). Anyone who drinks has a 10% chance of catching Wasting Fever (typhoid).

**2. The Colossal Head**
The head is the tip of a 50ft statue of the Goddess Cotalqueh; only players with *General Knowledge* at 40%+ (*AD&D*: Sage, Ancient History) will recognise her. The climb up to the head because of the crumbling sand is quite hazardous (-30% to *Climbing* ability. *AD&D*: non-thieves, saving throws vs Dex at -3). However because of the cushioning effect of the sand subtract 6 from fall damage.

The eyes (a type of sapphire, about 500L) of the statue glitter in the sunlight and can be prised out after about 2 hours labour. However, any weapon (unless magical) used to extract the eyes must be treated as if *dullblade* (*AD&D*: -1 to hit and damage) had been cast on it. No light will reach room 14 if they are removed as they focus the sunlight.

**3. The Mortuary Temple**
The single entrance in the east wall leads to a vestibule the floor of which is covered with drifts of sand and the imprints of many feet, some human and some of an odd cloven shape.

*Encounters*: Pazuzu 100% at all times. (*AD&D*: see *Fiend Factory*.)

**PAZUZU** (*AD&D*, see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 12 | Right leg | (01-04) | 1/7 |
| **CON:** | 18 | Left leg | (05-08) | 1/7 |
| **SIZ:** | 13 | Abdomen | (09-11) | 1/7 |
| **INT:** | 14 | Chest | (12) | 1/8 |
| **POW:** | 15 | Right arm | (13-15) | 1/6 |
| **DEX:** | 10 | Left arm | (16-18) | 1/6 |
| **Move:** | 8/12 | Head | (19-20) | 1/7 |

**Hit Points** 19
**Defence**: 05%
**Shortsword**: (1d6+1+1d4) SR8, 50%, Parry 50%, Points 20.
**Small shield**: 50%, Points 8/attack.
**Breath**: (1d8) SR3, 50%.
**Skills**: Stealth 30%; Perception 50%.
**Special Powers**: *Image creation* at no POW cost; immune to one-point battle magic.

The pazuzu appears as an old hermit. Its orders when bound were: 'Misdirect strangers and allow none to pass through the bronze double doors.' It may ask characters to bring it a drink from the oasis, and if they succeed it will be better disposed towards them – though it must follow its orders to the letter. If Astragard suspects it is a demon (give the players a chance to spot this first) he will try to banish [*AD&D*: cast *dismissal*] it at once. The pazuzu always keeps in the shadows as its own shadow would reveal its true shape.

**4. The Open Courtyard**
The two double doors in the west wall are solid bronze. The northern door is embossed with a swirling pattern decorated with battling demonic bodies. The southerly one is embossed with a Death Rune [*AD&D*: a skull] and the Void Rune of the Ancient god Nebrovolent [△] (Astragard will recognize it). They are unlocked.

Behind the middle of the 3 east wall wooden doors lie two dessicated corpses in a state of perfect preservation, in leather armour, seemingly cut by a short sword in several places (actually the pazazu's sword). They have swords, javelins, shields and about 20L scattered about. The pazuzu will try, at all costs, to stop the players from entering this room, although it will let them in the other two (empty). Knowing that if the players discover the corpses he will have had to have been slain and his servitude finished he has clawed a riddle in the Ancient tongue on the wall: *To find that which you desire seek out misfortune*. If refers to the gremlin statue in 6 which the players must pass to reach the tomb complex proper. The pool here is now dry.

**5. Nebrovolent Shrine**
Set into the south side is a 5' high altar. In front of it is a large pewter plate with an offering of extremely dessicated meat. A thin layer of dust covers everything. There is script in an Ancient Tongue etched into the plinth of the altar. *Lay yourself, human as a sacrifice on Nebrovolent's altar*!

The wall behind the altar is hollow (8) and is a cavity filled with a hermetically sealed gas cloud (Potency 12 poison. *AD&D*: -2 on saving throws); it is quite viscous, and will only affect players actually standing on the altar; others will have time to move away. Survivors may move through 8.

**6. The Demon Passage**
Long and unlit. 5 slits just wide enough for a large human to wriggle through stand about 8' up on the south wall. Behind the 5 slits stand five statues of demons associated with the tomb complex. They are the b'krath, the rult, the stalker, the gremlin and Akresh himself. Behind the statues apart from the gremlin a narrow passage leads to a tiny offering room in which gifts appropriate to each demon have been placed. There is no offering behind the gremlins statue, in fact a corridor leads off to 7. None of these gifts are necessary for the binding of the demon; they are of merely ceremonial significance. The b'krath: a gold-covered wooden figurine of a panther. The rult: a skull made of mosaic tiles. The stalker: a flute made from a human thigh-bone. Akresh: plates of precious metals, worth 850L. A large statue at the end of the demon passageway (10'high) of a warrior dressed in ancient armour wielding a battle hammer over the body of a fallen foe has an inscription at its base (in Ancient Karangka): *The Lord Gutheron of the House of Org*.

As the players pass the gremlin statue a real gremlin will slip out of a concealed cubby hole at the back and follow them doggedly through the complex keeping as well concealed as possible. Originally there were two gremlins, but one of them followed the hapless architect (whose death note the players may possess,) and caused him to lose his way in the desert.

**GREMLIN** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 7 | Right leg | (01-04) | 0/3 |
| **CON:** | 11 | Left leg | (05-08) | 0/3 |
| **SIZ:** | 4 | Abdomen | (09-11) | 0/3 |
| **INT:** | 11 | Chest | (12) | 0/4 |
| **POW:** | 13 | Right arm | (13-15) | 0/2 |
| **DEX:** | 13 | Left arm | (16-18) | 0/2 |
| **Move:** | 6 | Head | (19-20) | 0/3 |

**Knife**: (1d4+2-1d4) SR9, 25%, Parry 25%, Points 12.
**Spells**: *dullblade 2; glue 1; invisibility*.
**Skills**: Stealth 85%; Perception 65%.
**Items**: Storage crystal, POW 10; Medallion which is an *extinguish* matrix. *AD&D*: a talisman that can cast *darkness* 15' radius as if by a 1st level cleric.

**7. Corridor of the Sleeping Ones**
Unlit with plain granite walls. The granite sarcophagi are open with 3-4 dessicated corpses piled one upon another in each. Empty phials are littered around each sarcophagi, and each of the corpses' throats has been cut. These are the builder's graves mentioned in the player's Karangka script. A Spot Hidden at +25% (*AD&D*: Search for secret doors) must be made to discover the hinged granite slab that leads to 9.

**8. Hollow Wall**
Gas filled cavity. See 5 for effect.

**9. Koram's Wraith**
In here is a basalt sarcophagus with a phial of amber coloured potency 20 systemic poison [*AD&D*: -8 on poison saving throw]. Inside is a corpse in magisterial robes, an empty phial in one hand, and an ornately covered dagger blackened with what appears to be dried blood in the other. Its throat has not been cut, and a horrible rictus grin is frozen on its dessicated face. *Encounters*: Koram's Wraith at all times.

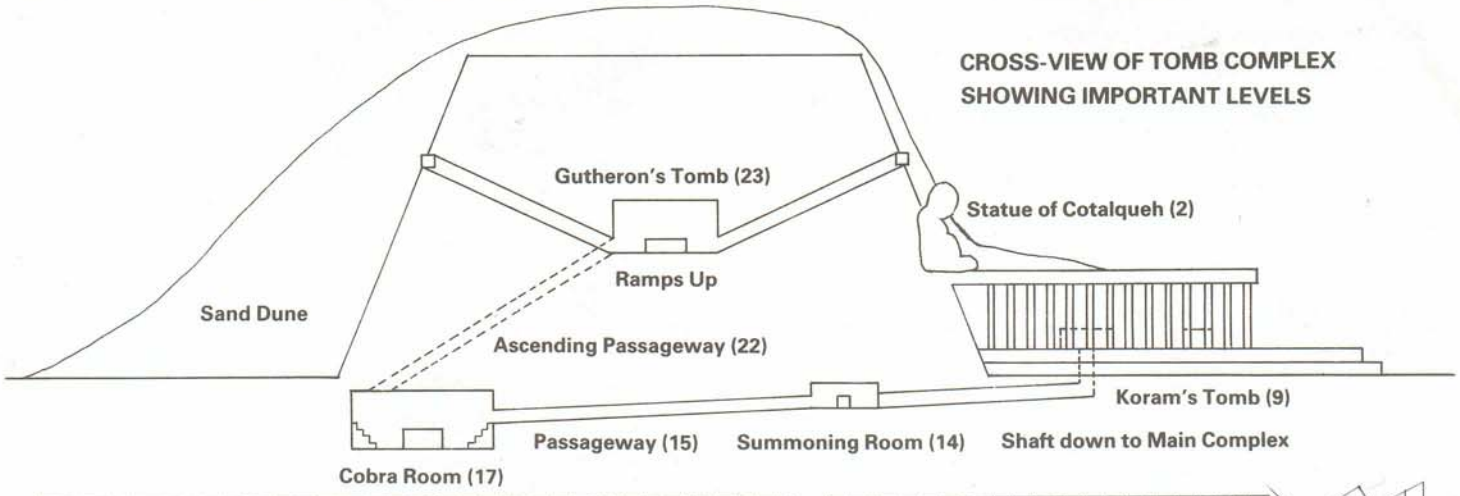
**KORAM'S WRAITH** (*AD&D*: as per *Monster Manual* wraith)
**INT:** 12
**POW:** 17
**DEX:** 20
**Move:** 12
**Hit Points:** 17
**Defence**: 20%
**Drain***: SR1, POW vs CON for CON drain.
**Spirit combat**: SR1, POW vs POW or 2xPOW loss roll as damage.
(* First round only)

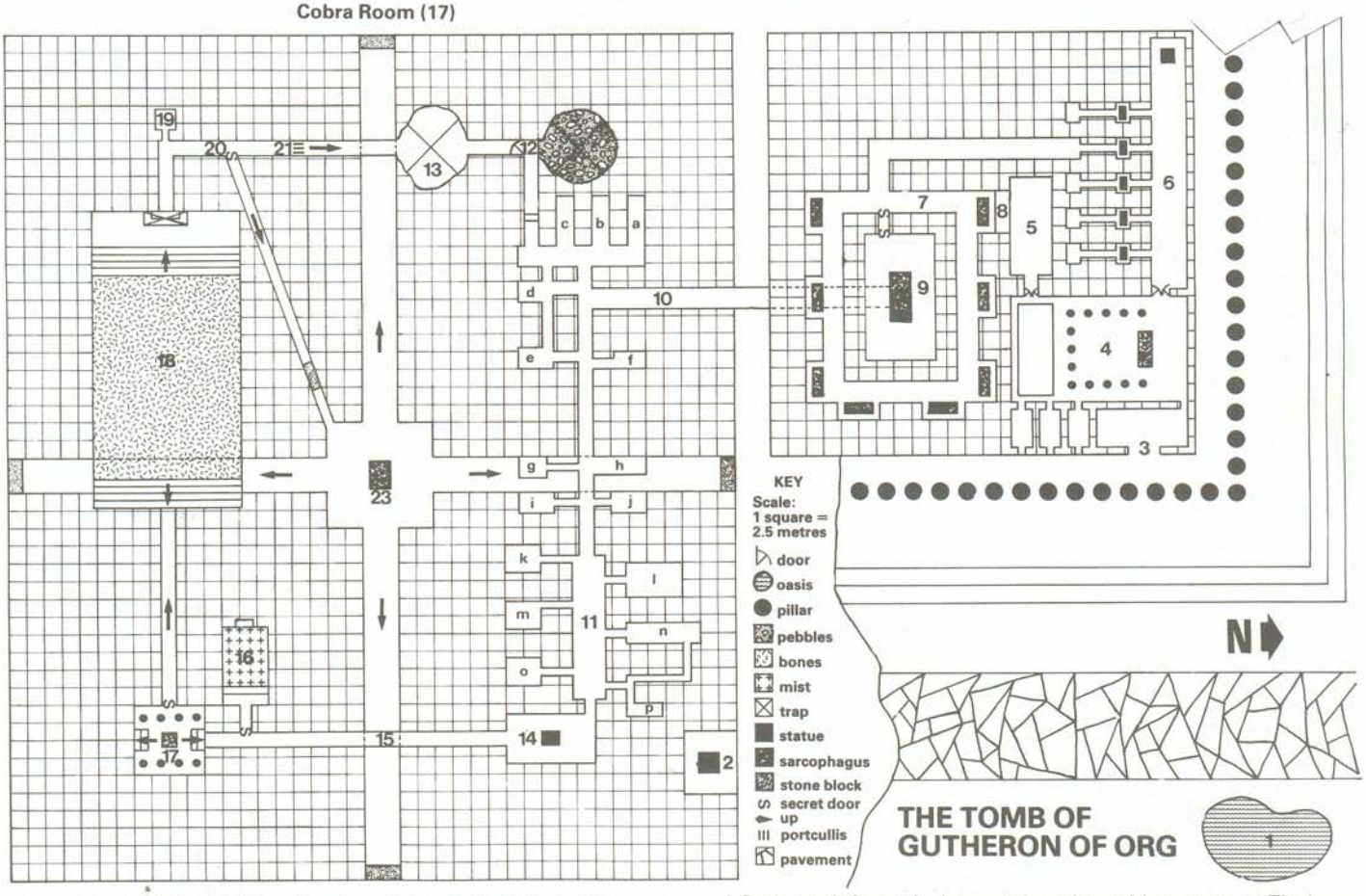
*Hidden Spots*: The bottom of the sarcophagus is a granite slab that can be prised up to reveal a shaft leading 20ft downwards into the darkness with room for only one average sized humanoid at a time. A mouldered bit of rope hangs from a metal stanchion and disappears down to 10. If the old rope is used for the descent it will normally hold a character of SIZ 12 [*AD&D*: 10% chance of breaking) without breaking, with a 05% chance of breaking per point of SIZ above 12. Treat 5 ENC = 1 SIZ if the character is carrying any equipment. Remember that the gremlin will alter the chance of falling if present.

**10. Funeral Corridor**
Totally unlit. The light of torches or lanterns will reveal reliefs etched on the walls – a large funeral procession making its way towards a vast, truncated pyramid across a desert. Some mourners wear cloaks made of birds feathers, others masks that resemble the faces of desert creatures such as jackals and hyenas. Reliefs further down the corridor depict various ceremonies being performed on a corpse by purple-robed figures. Over the corpse as if hovering in mid-air is depicted a squatting, rotund figure, its head surrounded by black clouds and thunderbolts, in each hand he holds the top of a mountain.

Players with *General Knowledge* at 20% (or any Ancient Race character, *AD&D*: sage) will recognise the pyramid structure as a typical Ancient Noble tomb, the purple-robed priests as Priests of Nebrovolent, the Ancient God of Death. Players with demonology skills at 20% [*AD&D*: demonists] will recognise the mountain-shaking demon as Akresh [see *WD46* and *Fiend Factory*]. Traps: a hidden *warding 2* spell [*AD&D*: *glyph of warding*, 1d10 damage] covers the width of the corridor near the Akresh relief.

**11. The Gallery of Offerings**
The arches off the central corridor lead to rough-hewn chambers where the gems and precious metals glint in the torchlight. If any of the side chambers are entered, as the first character steps through an arch, translucent grey hands thrust down out of the stone ceiling and into his skull; at the same moment a terrible shriek will be heard which *demoralizes* as a ghoul's howl [*AD&D*: save vs spells or be affected as per MU *fear* spell]. The character attacked will suffer the effect of a *sever spirit* attack [*AD&D*: save vs Death Magic or die], after which the ghostly hands dissolve into thick acrid smoke – if still alive, the character must make a luck roll [*AD&D*: save vs paralysation] or be




blinded by these fumes. Each treasure niche will have this effect only once, and a *dispel magic 8* [*AD&D*: *dispel magic*] will suppress the defence for two minutes. Side chamber contents:

*a*. A mahogany figurine of Gutheron on horseback, armed for war. Artistic merit but no intrinsic value.

*b*. A jewelled fan, worth 200L. Anyone fanning themselves for more than one minute will enter a trance-like state for one hour. This trance is intended as a psychadelic diversion, typical of Ancient Race amusements, but is also quite refreshing and enables POW to regenerate at twice the usual rate [*AD&D*: spells recalled at twice normal rate].

*c*. A gold statue of Gutheron hunting, worth 2000L.

*d*. An alabaster sceptre. Anyone holding this will be able to *cast protection* up to 4 points without knowing the spell, at half normal cost [*AD&D*: *minor globe* of *invulnerability* – MU spell].

*e*. A bust of Gutheron's wife Yashara, in blue marble streaked with white.

*f*. A bronze coffer with gold and gems worth 8000L.

*g*. A gold pectoral (worth 2500L) with a storage crystal (POW 8) [*AD&D*: treat as per *Ring of Spell Storing*] set into it.

*h*. A rosewood throne set with gems and silver inlays, total value of 12000L.

*i*. Fourteen grey candles set in a vortex pattern. When lit these summon one of Gutheron's ancestors back from the vortex of Nebrovolent. Use the Daka Fal *summon ancestor* table. Ancestors friendly to Gutheron will attack the party; others will depart. The candles lose this power if moved [*AD&D*: 40% chance a wight (*MM*) will turn up and attack].

*j*. Gutheron's favourite bow, and a quiver with ten arrows. The bow is a *multimissile 3* matrix [*AD&D*: *+2 Longbow*].

*k*. A number of staves of office, apparently all solid gold but in fact merely wood covered in gold leaf.

*l*. A large shield with the Void Rune (Nebrovolent's symbol: This gives the user a +5% parry bonus [*AD&D*: *+1 Shield*].

*m*. A silver mask inlaid with sapphires and jet, worth 5500L.

*n*. A large obsidian statue of Akresh, represented as a muscular and heavily-armoured warrior.

*o*. A silver truncated pyramid about two feet high. This is hollow and when opened will be found to contain gold and gems worth 18000L.

*p*. An 8' tall statue of a bulbous, roughly humanoid warrior with spiked clubs in place of hands. There is no *sever spirit*/death spell effect in this chamber, but the moment anyone enters the statue animates:

**THE ANIMATED STATUE**

**STR:** 35
**CON:** 18
**SIZ:** 22
**INT:** 12
**POW:** 15
**DEX:** 16
**Move:** 6
**Hit Points:** 21
**RH club:** (1d8+2+3d6) SR5, 80%
**LH club:** (1d8+2+3d6) SR10, 70%

| | | |
|---|---|---|
| Right leg | (01-04) | 7/7 |
| Left leg | (05-08) | 7/7 |
| Body | (09-12) | 7/14 |
| Right arm | (13-15) | 7/7 |
| Left arm | (16-18) | 7/7 |
| Head | (19-20) | 7/7 |

When there are no living creatures in *p* the statue will de-animate. For *AD&D* treat the statue as a Caryatid Column in the middle of the room. (See *Fiend Folio*).

*Exits*: Through 12. If a Spot Hidden [*AD&D*: successful secret door search] is made at the east end of the gallery one of the granite blocks of the walls will be seen to be slightly protuberant compared to the rest of the wall. If this is prised away a low passageway will be seen leading to 14. There will also be a faint glimmer of light.

**12. The False Door**

Like the other alcoves in 11, a *sever spirit*/death spell attack will be made on anyone attempting to pass under the archway of this niche.

The players will see a small snake slither away through a crack in the far wall. This wall is of thin plaster, and if broken down leads to a 10yd long passageway. At the end is an ornate wooden portal with skull reliefs carved into it. It surrounds double doors with life size statuettes of strange cult priests protruding from them. They open inwards...

Spot Trap at -10 [*AD&D*: Find/Remove Traps at -10, non-thiefs, save vs Int at -4]. Remember adjustments for the gremlin. When the first door is opened a complex pulley system within the first statue is operated, a slab of stone will drop down a slot behind the players in the north wall and a cascade of loose pebbles will descend from an overhead shaft upon the backs of anyone standing in front of the double doors. The force of the pebbles is comparable to STR 13. Match this against players STR. Anyone struck by the pebbles will receive d8+2 damage. If the roll is failed the character has been swept down a steep passageway behind the doors to B. [*AD&D*: save vs paralysation with any strength bonus as a plus.] Two more rolls (at -2 and -4) are allowed before the character is swept into a pit full of quicksand (13). There is about 10ft between the quicksand and the lip of the pit.

**13. Quicksand Pit**

A stalker hides here. It will not come forth until the players reach 21. See 21 for stats. The pit is about 30ft across; on the other side of it an ascending passageway disappears into the darkness (see 21 and 22).

**14. Summoning Room**

A glimmer of reddish light comes from an opening 20ft up the north wall which is a shaft about 1ft square leading to the eye gems of the statue at 2. If these have been removed the light will be very dim. A thin layer of dust covers a chalked pentangle that encloses the marble plinth in here. On it is a brass hand-bell with sun symbols on it. It has no clapper inside it. Instead a precious gem lies underneath (3000L). If the eyes of the statue at 2 are still in place then the gem, if left on the plinth, will focus light down gallery 15, illuminating its entire length so it can be seen. A few specks of what appears to be gold dust may be seen to sparkle in the sunlight or from the light of torches.

This room was used to summon the b'krath that stalks 15. The summoner, however, nervous of failure arranged some protection for himself through his light focusing mechanism. The goldust sprinkled on the floor is the remains of a supply the summoner had ready in case he had to strike a bargain.

**15. The Corridor of Mirrors**

The entire length is covered by wall-mirrors. Characters looking at their images will find them diminishing into infinite regress. It is frequently difficult to recognise oneself in the images; it is as if they were being subtley distorted. There is a slight downward gradient.

The door to 17 is made of wood and engraved with serpentine forms, some of them patterned as if in an ornate script. A mirror (6' x 6') hangs over the door lintel reflecting the whole length of the corridor. It is made of enchanted silver (value 5000L) and will reflect Astrgard's true form (that is if the other players notice in the confusion of the b'krath attack). It will also reveal such things as stolen items concealed on players, any disguises they may have assumed, *invisibility* etc. It is allied to the Truth Rune, which in the ancient world is linked with the sky Goddess Cotalqueh. This symbol is engraved on its back. The mirror will continue to reveal hidden secrets even if removed from its present location. The script on the door is in Karangka and reads: *The last resting place of Gutheron and the Thunder in the Mountains, beware lest men of deceit accompany you.*

*Encounter*: B'krath at all times, but will attack with less efficiency if corridor is lit by the prism in room 14. Hidden Spots: One of the mirrors towards the end of the corridor swings in to reveal room 16.

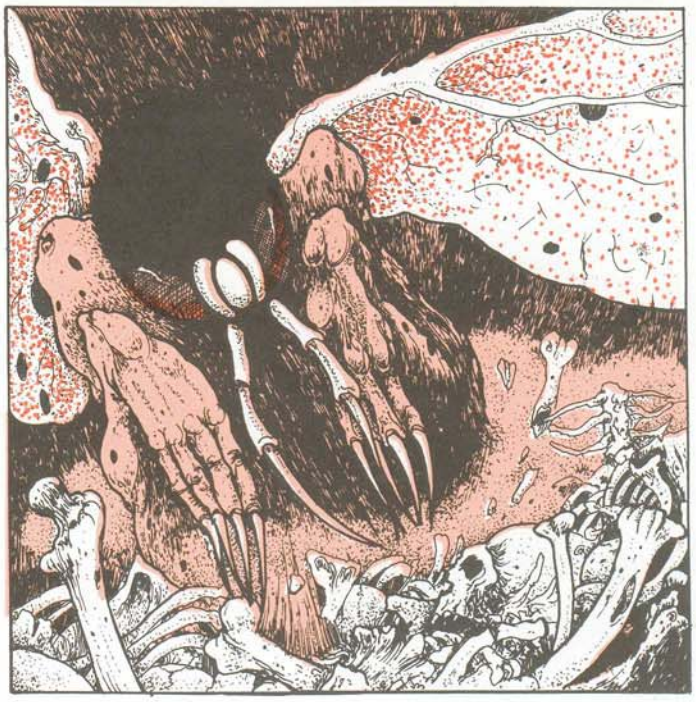
**B'krath** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 20 | Right leg | (01-04) | 4/6 |
| **CON:** | 16 | Left leg | (05-08) | 4/6 |
| **SIZ:** | 12 | Abdomen | (09-11) | 4/6 |
| **INT:** | 16 | Chest | (12) | 4/7 |
| **POW:** | 14 | Right arm | (13-15) | 4/5 |
| **DEX:** | 26 | Left arm | (16-18) | 4/5 |
| **Move:** | 10 | Head | (19-20) | 4/6 |

**Hit Points:** 16
**Defence:** 40%
**RH claw:** (3d4+1) SR4, 100%
**LH claw:** (3d4+1) SR4, 100%
**Spells:** *Ironhands 2; extinguish.*
**Skills:** Stealth 90%; Perception 75%.

**16. Pit of the Night Demons**

Just past the entrance is a 10' wide marble platform. The rest of the room is a 12' deep pit full of swirling mist, so that no pike, spear etc can touch the bottom from the platform. The mists muffle the sound of anything thrown into them. Within the mists dwell minor spirits. Anyone immersed more than a foot into the mist will be subject to a 3d6 POW attack; [*AD&D*: save vs spells] if effective, this attack causes 1-3 1d4 wounds [*AD&D*: 1-12 damage] which appear as livid bruising under the character's armour. The attacks will continue each round until the character leaves the mist.



Treasure: In a niche on the other side of the pit is some jewelled armour. It is black with a cobalt blue decoration and a three-pointed star symbol in sapphires on the chest. Desgined for a character of SIZ 12, it provides 7-point protection to each body location and is only ENC 4. There is no helmet with the armour. The largest sapphire set into the breast-plate is a POW resisting crystal (POW 1). *AD&D*: *+2 armour*, with the sapphire working as a 50% effective *Ring of Spell Turning*.

This was Gutheron's famed *Harmonic Armour*. It is enchanted so that it follows the actions of whoever wears the matching helmet. Normally this meant that Gutheron would wear the helmet and armour together, thus effectively augmenting his strength in combat because the armour follows the helmet-wearer's actions with its own STR of 30 [*AD&D*: Str as Storm Giant]. The helmet is presently on Gutheron's mummified body (room 23).

Jumping: because there is very little landing space at the other side of the pit, players must make their rolls at -30%. The gremlin may increase this handicap. *AD&D*: save vs Dex to jump. The DM should apply penalties for platemail etc.

**17. Room of the Cobras**

If the players stop to listen, they may hear a pronounced hissing noise coming from this room before they enter it.

A steep flight of steps leads down into the low false burial chamber intended to fool plunderers. A large, unopened granite sarcophagus stands at the foot of the steps. Other steps lead upwards again on the other side of the room to a wall painting.

The high ceiling is loosely raftered with cedarwood. Large areas of disturbed rafters are visible. The roof is supported by cedar wood pillars. Thousands of hissing snakes cover the floors, stairways, pillars and rafters.

The wall painting shows Gutheron with his back to the chamber actually holding the sun in his right hand, a tracery of fire stretches over his head to his other hand. The sun in his right hand, possibly indicates the only other exit to the room, a movable granite block high up in the western wall (20'). A heap of smashed wood lies in one corner of the room; this used to be the ladder to this door, but was smashed practically beyond recognition by Koram and his accomplice.

*Encounters*: Small snakes (venom potency 1; *AD&D* save vs poison at +2). Giant snakes hidden in the rafters will drop on anyone inspecting the sarcophagus. These have venom potency 4 [*AD&D*: save vs poison]. See *MM* for snake stats.

The sarcophagus holds the dessicated corpse of a man dressed in antique robes. He holds an idol in one hand. It is made of wood and depicts a squatting, malevolent looking god or demon.

Naturally it will not deceive Astragard, who knows just what he is looking for. The idol will *detect* as strongly magical but is in fact useless.

**18. The Judgement Room**

The room is carpeted with human bones and skulls, in most places to a depth of two or three feet. A throne stands in the middle of the west

wall on the dais. Large bas-reliefs, apparently of Ancient Gods cover the walls on either side.

*Encounter*: A rult will manifest itself through the bones along with 4 Skeletons with shortswords.

**RULT** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 16 | Right leg | (01-03) | 6/5 |
| **CON:** | 11 | Left leg | (04-06) | 6/5 |
| **SIZ:** | 24 | Abdomen | (07-09) | 6/5 |
| **INT:** | 9 | Chest | (10) | 6/6 |
| **POW:** | 17 | Right wing | (11-12) | 6/4 |
| **DEX:** | 9 | Left wing | (13-14) | 6/4 |
| **Move:** | 6 | Right arm | (15-16) | 6/4 |
| **Hit Points:** | 15 | Left arm | (17-18) | 6/4 |
| | | Head | (19-20) | 6/5 |

**RH talons:** (1d8+1+1d6) SR7, 60%
**LH talons:** (1d8+1+1d6) SR7, 60%
**Breath:** (1d3 cannot be healed magically) SR3, 60%
**Spells:** *demoralize; fanaticism.*
**Rune Magic:** *Shield 1* (one use only).
**Skills:** Stealth 10%; Perception 35%.

The rult's orders were: 'Kill any who enter this chamber after the tomb is sealed.' Whenever the rult *teleports* it appears to dissolve into a grey fog and merge with the body it is teleporting through.

The Throne bears an inscription in Karangka script: *Let no-one sit here but Gutheron, who Judges the People, Death will come to the usurper.*

Spot Trap [*AD&D*: Find/Remove Traps, thief only]: The whole throne is in fact a trap. Anyone sitting on it will activate a catch which will swing it around activating a flight of javelins concealed at 19. There are only 6 of these at 50% 'ability', SR2. *AD&D*: attack as 6th level fighters. The mechanism will operate silently and a replica throne with an identical inscription will appear in its place on the far wall. This is the only way the players can reach 19 from here; by operating the trap.

**19. Alcove**
Small alcove with six empty (or full if the players approach from 13) arbalests on a frame. Cord attached to throne back down the corridor.

**20. Ceiling Entrance**
Concealed in the ceiling of this long corridor is the way up. It is a large granite slab, 15' up, identical to the others that line the ceiling and thus only perceptible by a Spot Hidden at -30% [*AD&D*: secret doors, at +1].

**21. Portcullis**
This will be dropped by the gremlin at this point, trapping players descending the corridor. All lights will be extinguished by the gremlin's *extinguish* spell. *AD&D*: his *darkness* talisman. The portcullis itself is made out of incredibly hard stone and will require one man week to break through. The stone to either side of it is softer and could be removed in 3 days, without magic.

*Encounters*: At some stage the stalker will rise out of the pit (13), though it will conceal itself from the party at first.

**STALKER** (*AD&D*: see *Fiend Factory*)

| | | | | |
|---|---|---|---|---|
| **STR:** | 11 | Right leg | (01-04) | 6/9 |
| **CON:** | 25 | Left leg | (05-08) | 6/9 |
| **SIZ:** | 13 | Abdomen | (09-11) | 6/9 |
| **INT:** | 13 | Chest | (12) | 6/10 |
| **POW:** | 14 | Right arm | (13-15) | 6/8 |
| **DEX:** | 11 | Left arm | (16-18) | 6/8 |
| **Move:** | 10 | Head | (19-20) | 6/9 |

**Defence:** 05%
**Claws:** (1d10+2 and POW v POW for two points of STR drain) SR9, 120%
**Bolt*:** (1d20) SR3, 85%
(* Once every five rounds.)
**Skills:** Stealth 90%; Perception 85%.

The stalker's orders were 'Pursue any who loot the tomb and slay them individually, then return.' It may thus attack survivors of the expedition after they have returned to Tamary and (they think) safety.

**22. Ascending Corridor**
Bas-reliefs on the walls of this gallery depict a number of creatures – in progression, jaguars, snakes, spiders, eagles and scorpions. An enchantment causes anyone walking along the gallery to lose one point from, in turn, STR, CON, INT, POW and DEX [*AD&D*: Wis for POW], as they pass each of the five creatures depicted. If the character walks up and down the gallery he/she will lose points each time. These characteristics later recover at the rate of one point per hour. A *dispel magic 2* [*AD&D*: *dispel magic*] will suppress the gallery's enchantment for two minutes, making it safe to traverse.

The passageway is blocked by a plasterwall. If this is pierced a large granite block will begin sliding down the corridor. Match its STR of 50 against party's strength. In *AD&D*, total the party's strength, and roll under this as a percentage to stop the block. If there are three failures by the party assume that the block is now moving so swiftly that it cannot be stopped. Do not forget to deduct further STR if the party are forced back past the jaguar glyphs. The block will push any players through 20. Anyone surviving the fall of 15' may be crushed by the block when it falls (a *luck roll* is required; *AD&D*: save vs spells).

**23. The Burial Chamber**
A sarcophagus rests in the exact centre of the room. Ramps 12ft across disappear into the darkness at the four cardinal points. They slope steeply upwards and have large round blocks lying at their ends. The sarcophagus lies open. On it lies a human skeleton with a jade sceptre in its right hand and wearing a helmet of black metal, like 17. A squat rock idol of a monstrous god/demon stands at the head of the sarcophagus. A karangka inscription is etched into the side of the sarcophagus: *Stand firm even in the grip of death, O servitor of Akresh.* Anyone lifting the idol will cause the following to happen:

a. There will be a roar as if of distant thunder drawing swiftly near.

b. The blocks plugging the ramps will give way at exactly the same time and come hurtling down the ramps, characters leaping out of the way will have to make a Jumping roll or be crushed [*AD&D*: save vs DEX]. Characters who remain firm will find themselves merely enclosed in a neat frame as the round blocks meet with a crash and come to rest in a cloud of dust. The blocks are about 4ft high and can be vaulted easily. Sand will begin coursing down the ramps and soon as the sand clears from the top of the pyramid, sunlight (or starlight) will be shining into the tomb chamber through the holes left by the blocks in the outer casing.

c. Gutheron's skeleton will rise up as a mummy and attack with a horrible cry of rage.

**GUTHERON'S CORPSE** (*AD&D*: treat as 35HP mummy [*MM*])

| | | | | |
|---|---|---|---|---|
| **STR:** | 24 | Right leg | (01-04) | 2/6 |
| **CON:** | 18 | Left leg | (05-08) | 2/6 |
| **SIZ:** | 12 | Abdomen | (09-11) | 2/6 |
| **INT:** | 13 | Chest | (12) | 2/7 |
| **POW:** | 15 | Right arm | (13-15) | 2/5 |
| **DEX:** | 12 | Left arm | (16-18) | 2/5 |
| **CHA:** | 6 | Head | (19-20) | 9/6 |
| **Move:** | 6 | | | |

**Hit Points:** 18
**Defence:** 10%
**Sceptre:** (1d8+2+1d6) SR8, 75%, Parry 70%, Points 20.
**Fist:** (2d6) SR9, 75%, Points arm.

Treat Gutheron as a mummy. Although still with his former intelligence, he does not retain full awareness of his condition. He will fight single-mindedly to destroy those who invade his tomb, and his primary aim will be to protect the sacred relic. He recognizes Astragard (whom he knows as the Black Serpent) in any guise, and will treat him as the principal foe. Gutheron cannot regenerate POW and will not use spells.

If Gutheron is wearing the helmet for his *harmonic armour* then the character wearing the armour will immediately find the armour duplicating Gutheron's own movements with an effective STR of 30. The link between helmet and armour can be broken for two minutes with *dispel magic 4* [AD&D: as *dispel magic*].

Treasure: Idol for summoning of Akresh. This relic doubles a character's chance of *summoning* Akresh and (if properly used) negates the demon-lord's *Resistance to Binding* and multiplies by four any POW invested in the binding. *AD&D*: allows Akresh to be called by the *great summoning* spell (demonist only, *WD46*), negates his magic resistance and allows the user to command him. It would take centuries to properly construct the formulae required to operate the relic – Astragard has made some fatal miscalculations.

Exits: Four ramps give onto the dune covering the top of the pyramid.

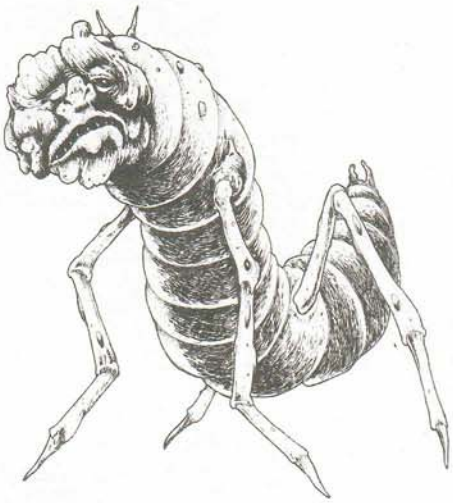
Fiend Factory *is a regular* AD&D/D&D *department for readers' monsters edited by Albie Fiore. This issue, the* RuneQuest *demons from* White Dwarf 44-46 *converted for* AD&D.

# Dungeoneering with Demons

**by Liz Fletcher**

The *RuneQuest* demons in the *Dealing with Demons* series (*WD44-46*) proved very popular. Liz Fletcher has translated the stats, to enable high-level magic-users and demonists in the *AD&D* universe to summon some of these creatures. So now everyone can get summoning!

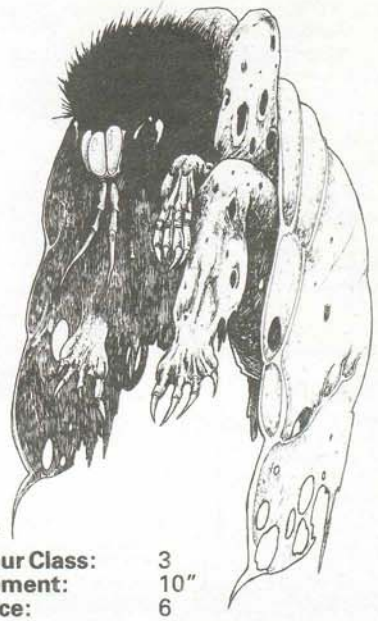
DMs will still need to refer to the *Dealing With Demons* series first, to get the general idea. Demonists may summon these creatures using the *evoke demon* spell or be possessed by a demon by using the *possession* spell. Both can be found in this issue's *Treasure Chest*.



**SRAIM**

| | |
|---|---|
| **Armour Class:** | 7 |
| **Movement:** | 12" |
| **Hit Dice:** | 3+1 |
| **Attack:** | One bite for 1-8, spit venom for 2-5 |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Average |
| **Alignment:** | Chaotic evil |
| **Size:** | M |

The sraim will want a magic potion in return for its services.



**RULT**

| | |
|---|---|
| **Armour Class:** | 3 |
| **Movement:** | 10" |
| **Hit Dice:** | 6 |
| **Attack:** | Two claws for 2-12 or breath vapour (1-3 not healable with magic) |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Average |
| **Alignment:** | Neutral evil |
| **Size:** | M |

If you wear a talisman of mandrake root then the Rult is -2 on its saves against any *charm* or *hold* spells you cast at it,

**GREMLIN**

| | |
|---|---|
| **Armour Class:** | 9 |
| **Movement:** | 10" |
| **Hit Dice:** | 1 |
| **Attack:** | One dagger for 1-4 |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Average |
| **Alignment:** | Chaotic neutral |
| **Size:** | S |

Gremlins Hide in Shadows as a 7th level thief. Due to their ill-fortune power, any character within 3" of them suffers 1-3 off saving throws, 'to hit' rolls, etc. The player shouldn't know he is taking this penalty – he should figure it out from the bad luck his character is having.

**B'KRATH**

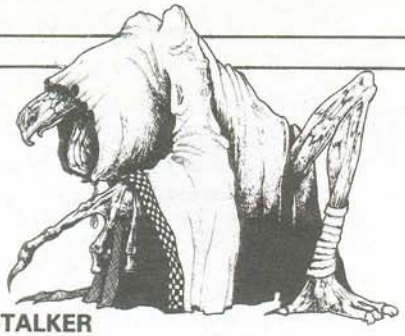
| | |
|---|---|
| **Armour Class:** | 2 |
| **Movement:** | 18" |
| **Hit Dice:** | 9 |
| **Attack:** | Two claws for 3-12 each |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Average |
| **Alignment:** | Neutral evil |
| **Size:** | M |

B'krath can Hide in Shadows like a thief of 11th level. In bright light the creature's armour class goes to AC4. A b'krath is +3 when attacking owing to its high dexterity. B'krath have excellent infravision and other heightened senses – they are surprised only 1 time in 6 and themselves surprise a party on a 1-4.

**STORM DEMON**

| | |
|---|---|
| **Armour Class:** | 9 |
| **Movement:** | 18"/20" |
| **Hit Dice:** | 7 |
| **Attack:** | One grapple for 2-16, four dice *lightning bolt* |
| **Magic Resistance:** | See description |
| **Intelligence:** | Average |
| **Alignment:** | Neutral |
| **Size:** | L |

Like storm giants, these beings are not harmed by any sort of electrical attack, and an attacker takes 1-4 damage if a metal weapon is used.



**STALKER**

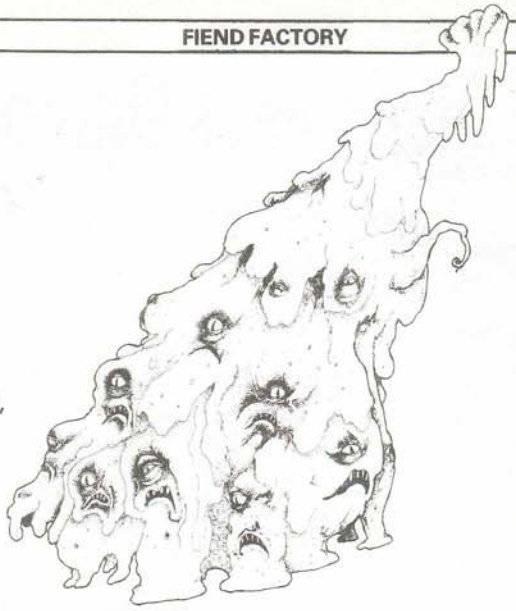
| | |
|---|---|
| **Armour Class:** | 4 |
| **Movement:** | 18" |
| **Hit Dice:** | 11 |
| **Attack:** | One, talons for 1-12, Str drain; energy bolt for 2-20 every five rounds |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Exceptional |
| **Alignment:** | Lawful evil |
| **Size:** | M |

Stalkers can Move Silently, Hide in Shadows and Hear Noise as a 12th level thief. They can Back Stab and, optionally, DMs may allow them to use the Assassination Table. A stalker will ask for a magic ring or weapon as payment. As Runes do not bulk large in *AD&D*, the silver whistle which wards against the stalker should instead be made of silver which has been heated by a heat elemental [*WD45*] then cooled by an air elemental. Stalkers have infravision and *true seeing*. These demons surprise an opponent on a 1-5 on d6 and cannot be surprised themselves. The strength drain is as per the shadow [*MM*].

**PORPHYR**

| | |
|---|---|
| **Armour Class:** | 8 |
| **Movement:** | 12"/18" |
| **Hit Dice:** | 8+3 |
| **Attack:** | One bite for 6-11 and energy drain |
| **Magic Resistance:** | As vampire |
| **Intelligence:** | Exceptional |
| **Alignment:** | Chaotic evil |
| **Size:** | M |

Porphyrs (below, left) are treated just like normal *AD&D* vampires (perhaps with some of the changes advocated in *Bloodsuckers, WD37*). The porphyr will want the magic-user to hand over his familiar, (or a demonist to give some of his own blood) to its tender mercies before it will serve him. They can only be hit by +1 weapons or better.



**AMORPH**

| | |
|---|---|
| **Armour Class:** | 9 (7 v crushing weapons) |
| **Movement:** | 8"/12" |
| **Hit Dice:** | 5+3 |
| **Attack:** | One appendage for 2-12 |
| **Magic Resistance:** | Standard |
| **Intelligence:** | Average |
| **Alignment:** | Neutral evil |
| **Size:** | L |

You pay for the amorph's services with a bottle of green slime. Good luck in gathering and storing that!

**PAZUZU**

| | |
|---|---|
| **Armour Class:** | 8 |
| **Movement:** | 12"/18" |
| **Hit Dice:** | 4+3 |
| **Attack:** | Weapon for 1-8, flame breath 1-8 |
| **Magic Resistance:** | 10% |
| **Intelligence:** | Average |
| **Alignment:** | Lawful evil |
| **Size:** | M |

Pazuzu (below, right) can cast the illusionist spell *change self* at will. In Middle Eastern mythology, they used voluptuous illusions to entice desert travellers away from oases to their doom.

**DEMON WOLF**

Northern Europe has many folk-tales of demonic or faerie wolves/hounds, often known as Barguests or Padfoots. Usually, they are black or dark green with glowing eyes and are associated with violent deeds. A Barguest might stalk the halls of a castle where some ugly massacre had occurred, for instance. Use the hell hound stats from the *MM* for this demon.

**INCUBUS/SUCCUBUS**

The names of these demons are derived from the Latin words for 'to lie upon' and 'to lie under'. The *MM* succubus could be used, but a sort of doppleganger with a lamia's Wisdom-draining ability is better. Deformed or mad children were supposedly the result of an incubus visiting a woman in her sleep.

**NIGHTMARE**

The *MM* version can be used direct, but *Dealing With Demons, Part 2* [*WD45*] seems to suggest that it isn't summoned primarily for fighting, though.

If you want to bargain with a *Questworld* Demon Lord you'll have to offer at least 5000gps. To obtain a Lesser Gift you will have to offer one or more hit points *permanently*. For a Greater Gift, you give the demon 1hp and promise it 2-8 experience levels on your death. You lose the experience levels even if you're immediately *resurrected*, and there is also a 3% chance the Demon Lord will turn up anytime you're down to 4hp or less. *WD46* details the Demon Lords, including their Gifts. Only the stats for Akresh are given here, since he might just show up in *The Lone and Level Sands*. DMs should find it easy to convert others as they need them.

**AKRESH**

Spirit of Thunder in the Mountains, Demon of Invincibility

| | |
|---|---|
| **Armour Class:** | -2 |
| **Movement:** | 15" |
| **Hit Points:** | 215 |
| **No of Attacks:** | 1 |
| **Damage/Attack:** | 8-64 |
| **Special Attacks:** | Radiates *fear*, 6" radius |
| **Special Defences:** | +3 or better weapon to hit; immune to attacks by beings of less than four hit dice |
| **Magic Resistance:** | 90% |
| **Size:** | L (30 to 80 feet tall) |
| **Alignment:** | Neutral |
| **Fighter:** | 17th level |
| **Cleric:** | 17th level |

Akresh's Greater Gift is the power of *indomitability*. The character using this power can ignore all attacks by creatures of 1 or 2 hit dice/levels; his Strength goes to 18(00); he gets an armour class bonus of -2; his hit points multiply by 1½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character's personal hit points and the extra points granted by the *indomitability* – so that if Ezmerelda, with 14hp, uses this power and then takes 6 points damage in a fight she will be down to 10hp when the power wears off. *Indomitability* lasts 20 rounds and can be used 1-4 times each day.

The Lesser Gifts: For 1hp Akresh can give any character (magic-user or not) one use of *shield* per day. For 2hp you get a *+1 shield* which only you can use – or another +1 added to your own magic shield; for 3hp Akresh will use his magical abilities on your behalf.

And there you have it. There is no guarantee that all these adaptions are exact equivalents of Dave Morris's *RuneQuest* originals, but *AD&D*ers should get plenty of fun out of them. Remember that any article in *White Dwarf*, whatever game system it is for, could provide some good ideas for your own campaign if your prepared to put a little work into adapting it!□

Treasure Chest *is a regular department for readers' ideas for* D&D/AD&D.

# The Demonist's Grimoire

## More Demonist Spells

**by Phil Masters**

*This issue, we have some more spells for use with and to complement the Demonist character class in* WD47.

**DETECT PORTAL**
**(Divination) Reversible**

| | |
|---|---|
| **Level:** | 1 |
| **Range:** | 4" + ½"/level |
| **Duration:** | 5 rounds |
| **Area of Effect:** | 1" path |
| **Components:** | V, S. |
| **Casting Time:** | 5 segments |
| **Saving Throw:** | None |

Detects the presence (*not* the nature) of any magical portal or doorway in a 1" wide path to the front within spell range. This may be maintained at a slow walk (3" move) *or* while turning up to 30 degrees per round. Doors and portals remain detectable for one round after they have closed. The spell can be blocked as *detect magic* and also detects phase spiders [see *MM*].

The reverse, *obscure portal*, shields one magical opening from this or any other form of detection by spell or magical device for one round per level.

**ELEMENTAL FORCE**
**(Conjuration/Summoning)**

| | |
|---|---|
| **Level:** | 3 |
| **Range:** | Special |
| **Duration:** | Special |
| **Area of Effect:** | Special |
| **Components:** | V, S. |
| **Casting Time:** | 3 segments |
| **Saving Throw:** | Special |

Calls forth a minor, semi-sentient 'force' from one of the elemental planes. The plane to be called on is chosen when the spell is memorised. None of the spell effects can penetrate a *protection from evil/good*, or a *ward element* spell set to protect against the relevant element. The effects for each element are:

*Fire*: the demonist can cast *affect normal fires* or *pyrotechnics* as a magic-user of same level, or *produce flame* as a druid.

*Water*: the demonist can call forth an effect in water akin to a *gust of wind* spell in air – in a 1" wide path, 1" long for each of the caster's levels, small floating objects or swimmers are forced back 1"-6", larger can make no headway against the current. Heavy bottom silt adjacent to the effect will be stirred up, obscuring vision along or across the path for 2-7 rounds.

*Earth*: the demonist can call for the surface of the ground to tremble in an area of 4" radius about him or her self. Unbalanced objects will tumble, and all beings save the caster will have to save vs spells or be cast violently to the ground, with injury resulting at the DM's discretion according to the nature of the surface. (*Note*: quadrupeds and well-balanced beings may be given a +1 to +6 on their save according to circumstances.)

**HOLD SPIRIT**
**(Enchantment/Charm)**

| | |
|---|---|
| **Level:** | 3 |
| **Range:** | 12" |
| **Duration:** | 2 rounds/level |
| **Area of Effect:** | One to four beings |
| **Components:** | V, S, M. |
| **Casting Time:** | 3 segments |
| **Saving Throw:** | Negates |

Paralyses any creature or creatures effected that do not come from the plane they are on. It also paralyses any creature possessed by such an entity. If four creatures are attacked, each saves at +1; if three, the modifier is -1; if two, the save is -2 for each, and a lone creature saves at -4. Material component: focus.

**SEE OTHER PLANE**
**(Alteration)**

| | |
|---|---|
| **Level:** | 3 |
| **Range:** | 0 |
| **Duration:** | 1 round/level |
| **Area of Effect:** | Caster Only |
| **Components:** | V, S. |
| **Casting Time:** | 1 round |
| **Saving Throw:** | None |

The demonist can see into one other plane of the multiverse, until dispelled, the duration expires or the caster wills it to cease. The magic only allows vision of points adjacent to the caster's in planes once or twice removed from the caster – the furthermost outer planes cannot be viewed from the prime material. Unless the ethereal plane is being viewed, it effectively blinds the caster to events on his own plane, and even in the former case, the confusing 'double image' effect causes a 20% disadvantage in all actions (-4 to hit etc). Creatures viewed on other planes have the same chance of becoming aware of the fact as they have of detecting the operations of crystal balls etc.

**EVOKE DEMON**
**(Conjuration/Summoning)**
**by Dave Morris**

| | |
|---|---|
| **Level:** | 4 |
| **Range:** | 2" |
| **Duration:** | Special |
| **Area of Effect:** | As creature summoned |
| **Components:** | V, S, M. |
| **Casting Time:** | 3 turns |
| **Saving Throw:** | None |

With this spell the demonist can summon demons of type I-IV and any of the demons mentioned in this issue's *Fiend Factory*. In order to perform this spell various chalks and incenses are required costing 5d10gp, as well as the demonist's focus. The chalks etc are used to trace a pentacle that acts as a *protection from evil* that must be cast by the demonist before the demon is evoked. Any summoned demon will have a base response of irritation and will first attempt to cross the pentacle to attack, requiring a save vs magic at -5 to do so. The spell does not constrain the demon to service – a bargain must be struck (see *Fiend Factory*) – *Monster Manual* demons will require 500gp per type number. If a bargain is struck the demon will remain on the *Prime Material Plane* for 4 hours. The demonist may attempt to 'bind' the demon to 'permanent' service by casting a *contract* spell, rather than strike a bargain. If no bargain is struck the demon, if it can't cross the pentacle, will depart.

**POSSESSION**
**(Conjuration/Summoning)**

| | |
|---|---|
| **Level:** | 4 |
| **Range:** | 4" |
| **Duration:** | 30 rounds |
| **Area of Effect:** | 1-4 beings |
| **Components:** | V, S, M. |
| **Casting Time:** | 5 rounds |
| **Saving Throw:** | Negates |

*Possession* spells [see *WD44, Dealing With Demons, Part 1*] can be used in *AD&D*. The demonist must have the proper talismans to cast *possession*.

*Possession by:* Effect

*Akresh:* AC bonus of -2; hit pointsx1½.

*Eldyr:* Charisma to 18; *charm person* with chance of suc cess equal to levelx2%.

*Engala:* Damage bonus of +1; immune to *sleep, charm* and *hold*; can fight until down to -15hp.

*Hragahl:* Intelligence to 18; magic-users under this *possession* know all listed spells.

*Kesh:* AC bonus of -3; Dexter ity goes to 18.

*Kojuro:* All attacks at +3 to hit, +3 damage.

*Kyrax:* Abilities of a thief; thieves under this *possession*, count as 4 levels higher.

*Sarasathsa:* +3 on all saves vs magic; character counts as a sage with no specific fields of study.

*Tsienra:* AC bonus of -1; to hit bonus of +3; Dexterity to 18.

*Umalu:* Character radiates *fear*, 1" radius – victims save at +2, but if they fail a second save they suffer insanity for 2-10 rounds.

**ELEMENTAL POWER**
**(Conjuration/Summoning)**

| | |
|---|---|
| **Level:** | 5 |
| **Range:** | Special |
| **Duration:** | Special |
| **Area of Effect:** | Special |
| **Components:** | V, S, M. |
| **Casting Time:** | 5 segments |
| **Saving Throw:** | Special |

Similar to *elemental force*, this calls forth a semi-sentient creature from one of the elemental planes to do the caster's bidding; again, the being can be held off by various *protection* spells, and the element involved must be selected at memorisation. However, the forces involved in this case are rather more potent. Material component is the demonist's focus. Powers available:

*Fire*: the caster can *produce fire* or *quench fire* as per the druidic spells.

*Water*: the caster can either *lower water* as a cleric of his own level, or *part water* as a cleric of eighth level.

*Earth*: the demonist can call for a minor earthquake in a 6" diameter area anywhere within 12", with a 50% chance of bringing down the roof of a cavern, cave or solidly built house (more for huts and other flimsy constructs), hurls creatures about for 1-4 eight-sided dice of damage (halved by save vs spells, and braced or anchored creatures may be allowed a reduction), and inflicts 2-8 points of structural damage on constructions.

*Air*: the effect is equivalent to a *control winds* from a druid of similar level.□

THE TRAVELLERS
CHAPTER 4: ZAP, ZAP, DIE, BLAMO!
The story so far: Ermm... the Osprey's under attack...
WE HAF ZEEM IN OUR SIGHTS NOW SUR!
GOOD! —NOW KILL THEM...SLOWLY
FRAP
ZROP
ZRIP
TO A GALAXY FAR FAR AWAY...
TAKE A RIGHT HERE..
DO NOT WALK ON THE ASTEROID
Manning the ship's guns... Hayes and Dinalt.
Deadly energy bolts danced a trail of death on the ship's pearly white hull...
FIZZAK
SHIPS COMPUTER HERE: OUCH!
Fire!
S'OKAY—GOT 'EM IN SIGHT!
HAH! DIN—YOU COULDN'T HIT A GAS GIANT AT 10 PACES
IT'S FRIGHTENING TO THINK OUR CONTINUED EXISTENCE DEPENDS ON THESE TWO
Dramatic music played to excite Hayes...
I THOUGHT YOU SAID THEY WERE FAST?
WATCH YER MOUTH KID OR I'LL SMASH IT IN
ZOOP
ZUP
The dice of fate rolled again and again...
I GOT IT! I GOT IT!
WELL DON'T COME NEAR ME HAYES—I DON'T WANT TO CATCH IT
BLAAD
CHACK
CHAKA
CHAK
Dinalt became Kill-crazed... reverting back to the primeval insticts of the Blubber-jels, his ancestors...
Llooss...
DIE HA HA HA
KILL
THUPTHUPTHUP!
GOOD
BISK
FOOLS—YOU'RE ALL FIRED FIRED!
BOING
FALL TOY
EXCELLENT
TRAP TOMB
SHALL WE PLAY AGAIN?
IT'S BEEN ONE OF THOSE DAYS...
Soon it was over... or was it?
TARGET OSPREY ENTERING PLANET'S ATMOSPHERE...
GOOD... OBSERVE AND REPORT... EVERYTHING IS GOING ACCORDING TO PLAN
(insane cackle)
AGH HA HA HA HA HA HA HA HA
Burp. Sorry.
NEXT MONTH: HELL, IT'S THE PIGS!

THE

# VICTORIA GAZETTE

MY OLD NAN
For the best Indian Food
Only 4 minutes from this page

In the early morning of November 5th, the streets around our local Royal Horticultural New Hall were unusually busy. Many traders were obviously preparing for some event. The most intelligible stand on view was selling stamps relating to busses along with other omnibus paraphernalia. However, it soon transpired that this particular exhibitor was in the wrong hall. He duly adjourned to the 'Bus Convention' in a neighbouring hall, for this event was something called *Games Day '83*. The doors opened to a queue of over 1,000 'gamers', the first 'lucky' 300 receiving a free copy of an esoteric book: *Fantasy Role-Playing Games* by Eric Holmes. *Games Day* apparently is an annual event of indoor games which, this year, attracted an impressive 10,000 people. It is apparently the biggest event of its kind.

*Ken St André presents the* Tunnels & Trolls 'Treasure Trail' *prize certificate.*

*Albie Fiore lays down the highway code in the* Battlecars *competition.*

### Strange Names, Strange Games

Along with the familiar companies such as *Spears*, *H. P. Gibsons* and *Penguin Books* were many strangely named concerns such as *Forbidden Planet*, *Orca* and *Red Shift*. The titles of the games were even stranger: *Troll Ball*, *Bushido* and *Car Wars* were some of those being played.

Several new products were launched there, all of which should now be in our local shops.

A company called *TSR* had a volume titled *AD&D Monster Manual II* describing many strange creatures in a cryptic code. We were told that this is part of the *Advanced Dungeons & Dragons* series, the latest clut game from America. War on wheels seems to be a current vogue with these devoted gamesters, *Citadel Miniatures* had some small tin-soldier type models of armed cars in their new *Battlecars* range, and *Games of Liverpool* had similar models for *Car Wars* by *Grenadier* and some grotesqueries labelled *Call of Cthulhu Figures*. At least, we are familiar with *James Bond*, a 'role-playing' game by *Victory Games* but displayed by *Avalon Hill*. *Games Workshop* launched three new games, *Talisman*, *Battlecars*, and *Calamity!*, invented by the ubiquitous Andrew Lloyd Webber.

*Talisman* proved very popular in participation games with Bob Harris, the inventor. In the *Battlecars* competition, the players drove armed cars and blew each other up. Rather a violent indoor pastime! But the players enjoyed it, and in a dramatic conclusion M Jukes machine-gunned M Wigley to take the title.

*Bob Harris, the inventor of* Talisman, *checks the magic runes during a session of this new fantasy board game.*

*Gary Chalk peeks over Jon Sutherland during 'Hypermarket', an SF role-playing skirmish.*

### Guest Stars

Several overseas visitors were there. John Rankin of *Steve Jackson Games* of America presented a huge trophy, resembling a flying Porsche, to the winner of a *Car Wars* competition. Other American guests were Ken St André of something mysteriously titled *Flying Buffalo*; Michael Trout, a game designer from *Chaosium*; and Don Reents of *Trollkin Forge*! UK games personalities Don Turnbull of *TSR UK* and Ian Livingstone and Steve Jackson of *Games Workshop* staged the *Sunday Roast* during which they answered questions which were all but unintelligible to the layman.

*Simon Burley, co-inventor of* Golden Heroes *controls the super-hero action.*

*Two combatants square up for some* Treasure Trap *live action combat.*

### For the Record

In an auction of collector's items, a mint condition first issue of an obscure magazine called *White Dwarf* fetched an amazing £7.

The *Figure Painting Competition* was again won by Michael Brunton, apparently the Liverpool of this genre.

On the Sunday the *Games Day Awards* were announced to gasps of surprise. The unexpected winner in the *Best Role-Playing Game* category was *RuneQuest*. The organisers later explained that this was because, in accordance with *TSR*'s policy, *AD&D* and *D&D* were counted as separate games. Voters were told to bear this in mind in future.

The other Award winners were: *Judge Dredd* — Best SF Game *and* Best New Game; *Dragon Pass* — Best Fantasy Boardgame; *Squad Leader* — Best Wargame; *Othello* — Best Abstract Game; *Monopoly* — Best Family Game; *The Hobbit* — Best Electronic Game; *Rubik's Cube* — Best Puzzle; *Warhammer* — Best Tabletop Rules; *Griffin Mountain* — Best RPG Scenario; *White Dwarf* — Best SF/F Games Magazine; *Dragonlords* — Best Games Fanzine; *Citadel: Traveller* — Best SF Figures Range; *Citadel: Fantasy Tribes* — Best Fantasy Figures Range; *TSR* — Best Games Manufacturer; *Citadel* — Best Figures Manufacturer; *Ian Livingstone* — Best Games Personality; and *Gary Gygax* — Best Games Inventor.

### STOP PRESS

Apparently games players can be just as dishonest as anyone else. Saturday saw the first large theft at *Games Day*. *Esdevium* were the victims.

Consequently, *Esdevium Games* would be extremely grateful if their customers who purchased items on the Saturday and paid by cheque or Access card would contact them as soon as possible on 0252 311443 (working hours) or 0252 722269 (all other times).

### Next Issue

*Shuttle Scuttle*, a *Traveller* adventure; *The Key of Tirandor*, the first instalment of a two-part *AD&D* campaign; *Kernu*, a new goblin Cult for *RuneQuest*; plus *Supermole*, *The Reader Strikes Back — The Results*, plus all the regular features.

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**For Sale**
*Tunnels & Trolls* boxed rules, 2 solo dungeons. £6. *AD&D: PHB, DMG, MM*: £22. *Traveller Books 1-5, Supplements 3, 7, 8, 10, Adventure 5*: £18. Contact: J Smith, 15 Aston Drive, Poolbrook, Gt Malvern, Worcs.

**For Sale**
Cover artwork for *White Dwarf 47*. Leaping Undead Samurai. All offers to Gary Chalk, *WD*, 27-29 Sunbeam Rd, Park Royal, London NW10 6JP.

## HELP!

*Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.*

**Wanted**
RPGer (33) wants reliable players (preferably 18+) for small games group. Games: *AD&D, Aftermath, Cthulhu, Traveller*, etc and several wargames. Contact: John McGregor, 79 Phyllis Street, Barry Island, Barry CF6 8UX, South Glamorgan. Tel: Barry 746409.

**Help!**
14-yr old FRPGer seeks local players or postal player for *AD&D, RuneQuest, T&T*. Willing to learn other games. Contact: Russell Scott, Little Cottage, Wyncombe Close, Fittleworth, Nr Pulborough, Sussex RH20 1HW.

**Help!**
Lonely *AD&D* player seeks friends with similar interests. Also interested in any other form of FRP game. Write: Andrew Regan, 8 Hallmoor Close, Aughton, Ormskirk, Lancs.

**Amesbury, Wilts**
Lonely wargamer seeks club or players in Amesbury area. Will play anything; experienced in *AD&D* and many other wargames. Please help before withdrawal symptoms prove fatal. Contact: Bob Wheatly, 46 Lyndhurst Rd, Amesbury, Wilts.

**Players Wanted**
Games players required in Abingdon area, particularly for *AD&D*. Also *En Garde, Kingmaker, Cosmic Encounters, Civilisation*. Experience not important but enthusiasm a must. Contact: Dave on Abingdon 31996.

**Canterbury**
Male warrior (26) into *D&D*, also *T&T*. Desperately wants to join club or questing party. Total novice but longterm SF reader. Would also like to learn *Traveller*. Contact: Charles Braham, 4 Prioress Rd, Canterbury, Kent CT2 8NX or phone Cant 50702.

**Help!**
Enthusiastic *AD&D* player/DM frantically requiring players/DMs to play one night per week in Ward End/Stetchford area of Birmingham. Please contact: Steve on 327 4608.

**RuneQuest West London**
Group of experienced players need more members for *RQ, C&S*, and *Space Opera*. Contact: D Richards, 33 St Peters Road, Cowley, Uxbridge, Middx. Tel: 0895 442399.

**Wanted**
*White Dwarf 2-14, 24*. Contact: Simon Ely, Ravenswell, Sydney Road, Bath, Avon BA2 6NT. Tel: 0225 66806.

**Lichfield**
Two novice *D&D/AD&D* players seek (18+) experienced players in the Lichfield area. Pete, Lichfield 52824, evenings.

**Help!**
25-yr old FRPer with modest experience seeks group or players in Lincoln area. Contact: Mike Robinson, Ia Manse Ave, Brant Road, Lincoln.

**AD&D Rugby**
*AD&D*er in Rugby requires club and *Monster Manual*. 12-yr old. Fairly experienced, willing to learn other games. Write: James Leaviss, 130 Ashdown Road, Rugby, Warks.

**Stellarcon IX**
March 23, 24 and 25, 1984. For information write: Science Fiction Fantasy Federation, Box 4, Elliott University Center, University of North Carolina-Greensboro, Greensboro, North Carolina 27412.

**Game Faire '84**
Tournaments, Contests, Games. This year's *Game Faire* will take place Saturday and Sunday February 25 and 26, at Spokane Falls Community College. Dorm rooms are available and the school's cafeteria will be serving food. Snacks will also be available at a concession booth. The cost of the Game Faire will be $5 a day or $7 for a prepaid weekend pass (the pass will be $9 at the door). All profits will go to the Spokane Guild School which works with handicapped children. Contact: Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane, WA 99201, (509) 325-3358.

**RPG Grays**
15-yr old Aiken Drum looking for *AD&D* campaign. Has anyone heard of *RQ, AD&D, Traveller* in the Grays vicinity. Please contact: The Savage from Stevenage, 52 Grangewood Avenue, Grays, Essex RM16 4AJ.

**Help!**
Untrustworthy swine and experienced wargamer, Fulham based, wants to play Diplomacy, PBM or face-to-face with six other like-minded people desirable. Contact: W Preston, 13 Crondace Road, London SW6 4BB.

**Wanted**
*White Dwarf 3*, no reasonable offer refused. Willing to trade some old issues of *The Dragon* for the *WD*. Write to R Obermire, 937 NWIlth, Corvallis, OR 97330, USA.

**RPG Norfolk**
15-yr old beginner seeks players in King's Lynn area. Plays *Traveller* or *D&D*. Willing to play others. Also plays boardgames. Contact: Stuart Cullen, 1 The Chase, Tilney St Lawrence, King's Lynn, Norfolk. Tel: Wisbech 880718 after 4.30.

**Recon Dundee**
MD wants contact with other players in the area. Write to Ian J Lacey, 2A Arnhall Gardens, Dundee DD2 1PH.

Continued over▷

**Help**
13-yr old boy in Haslmere seeks female players of same age group and maybe a few males as well. Contact: *Arrowswift*, Meadland, Three Gates Lane, Haslemere, Surrey GU2 2LD. Tel: 54988.

**FRP Barrow-on-Trent**
New club is being formed for mages, thieves, lords and priests. Players required for *AD&D, RuneQuest, Traveller* etc. To be played at all levels. Players of all ages welcome. Contact: Andrew Stevens on Burton 41981.

**A Challenge**
*Swansea Adventure Gaming Association* challenges any other society in England or Wales to a *D&D, RuneQuest* or *Traveller* competition. For further information contact: Michael Green, 5 Ceiriog Road, Townhill, Swansea, West Glamorgan SA1 6NL.

**Wanted**
*White Dwarf 20, Dragon 58* and others. Nigel Squires, 5 Dudley Close, Worcester.

**Wanted**
White Dwarf 1-26, 28-9, 33. Good prices paid. Contact: Richard on 0954 80230 or write to 43 Acorn Avenue, Bar Hill, Cambridge CB3 8DT enclosing an SAE.

**Help**
*D&D* and *AD&D* players required to join postal club. Send no SAE. Free membership! Age 13-16. Beginners welcome. Write: *Hit Point*, 15 Fairholme Gardens, Cranham, Upminster, Essex. Postal *AD&D* modules, games tapes and cheap merchandise too! Tel: 86 23294.

**Wanted**
To buy or borrow copy of *The Tekumel Journal 2*. Good price plus postage. Other *EPT* booklets also required. Anyone willing to swap *EPT* ideas welcome. Contact: S Riggs, 18 Kingsway, Woking, Surrey. Tel: Woking 72275.

**Barbarous League**
Contributions wanted for new RPG and Postal Games fanzine. Please send scenarios articles, ideas to: *Barbarous League*, 23 The Willows, Marton, Middlesborough, Cleveland.

**D&D Maidstone**
11-yr old wishes to seek players and DMs for *D&D* and other role-playing games in the Maidstone area. Contact: Mark Portnoy, 34a South Park Rd, Maidstone, Kent. Tel: Maidstone 54071.

**PBM Fanzine**
Any gamesmasters/players interested in non-profit making PBM game fanzine. It would probably consist of articles and newspaper type reports on all games run. Contact: John Naylor, Elliot College, The University, Canterbury, Kent (SSAE please).

**Swap**
I've got *Aftermath* and *Operation Morpheous* scenario; *Azhanti High Lightning*, VGC. Want to swap for large figure collection; fantasy, preferably *RQ* series 25mm or other *RQ* material (Trollpak etc). Contact: Dave, 213 Plumstead High St, Woolwich SE18.

**Weldon/Corby**
14-yr old boy seeks players and club in this area. Enjoys *AD&D, RuneQuest, Traveller* and *Champions*. Willing to learn more. Write: Mark Arnold, 2 School Lane, Weldon, Corby, Northants or phone Corby 3864.

**Wanted**
*AD&D* or *T&T* DM for exchange of ideas on a fairly regular basis. Please contact: Andrew Davice, 8 Kensington Drive, Four Oaks, Sutton Coldfield.

**Banbury Area**
20-yr old *Bushido* GM seeks combat. Interested in *Traveller/AD&D* and other role-playing games. Have transport will travel. Contact: Andrew Johnson, 5 Laburnum Grove, Banbury, Oxon 0X16 9DP. Tel: 0295 50430 after 6. 0295 57321 day.

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**AD&D Sheffield**
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**Exeter University Games Convention**
28th, 29th January. Trade Stand, Table-top, Board, FRP gaming. Admission: £1 in advance, £1.50 on door, no under 16's without guardian. Further information with large SAE from Jeff Wilks, Cornwall House, St Germain's Road, Exeter.

**FRP Grimsby**
*AD&D, T&T* player/DM seeks players in the Grimsby area. Contact: R H Boyd, 345 Hainton Avenue, Grimsby, S Humberside. Tel: Grimsby 57192.

**AD&D Luton**
*A&D* novice player aged 18 seeks club or group in the Luton area, aged 16+. Contact: Simon Williams on Luton 507586 or write to 30 Birdfoot Lane, Luton, Beds.

**AD&D Basingstoke**
18-yr old *AD&D* player seeks club or group to join. Age 16-60. Tel: Basingstoke 55201. Ask for John junior.

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**US pen-pal**
American gamer wishes to exchange ideas and information on *AD&D, Traveller* and *Gamma World* with Irish, Welsh, Manx and Scottish players. Contact: Troy Sagrillo, 7568 South Lamar Way, Littleton, Colorado, 80123 US.

**FRP St Albans**
Two 18-yr old seasoned adventurers who have recently assassinated their GM look for more opportunity in a new *RuneQuest* (possibly *AD&D*) campaign. Please contact: Paul on St Albans 34836 or Radlett 7261 between 5.30-7.00pm.

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Remember, *WD* is always ready to consider articles and scenarios for publication in the magazine. You even get paid for it! Submissions should be typed, on one side of the paper only, and double-spaced. Maps etc should be clearly drawn and labelled carefully. Scenarios should be as close to the usual *WD* format as possible. We're prepared to publish anything on virtually any role-playing system around, especially scenarios. We're especially interested in *RuneQuest, Call of Cthulhu* and *Warhammer* scenarios. We can always use *D&D* stuff, of course and we'll use other systems too, if they're good. Same goes for articles too, really. So, if you want fame *and* some *cash* then start writing! You can send your contributions (or ring, if you've any questions) to: Jamie Thomson, *White Dwarf*, 27-29 Sunbeam Rd, Park Royal, London NW10 6JP or ring 01-965 3713.

**Red Alert**
Area: Wakefield. Subject: *AD&D*. All players interested in joining a club (ages 14-18) please write to: Draldo, 8 Russell Ave, Hall Green, Wakefield, W Yorks WF4 3LU.

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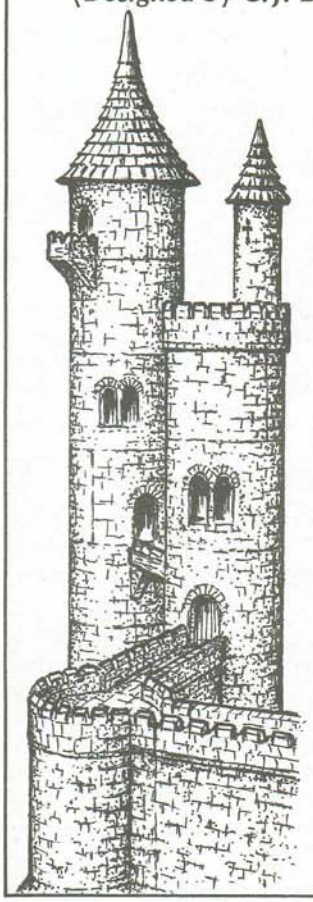

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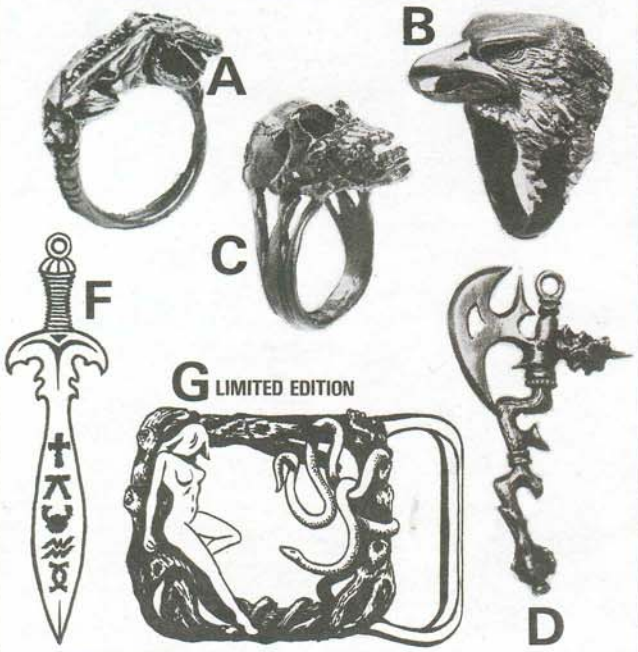


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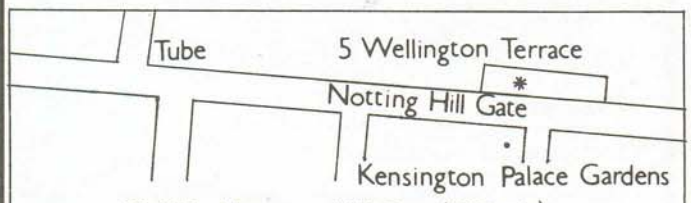


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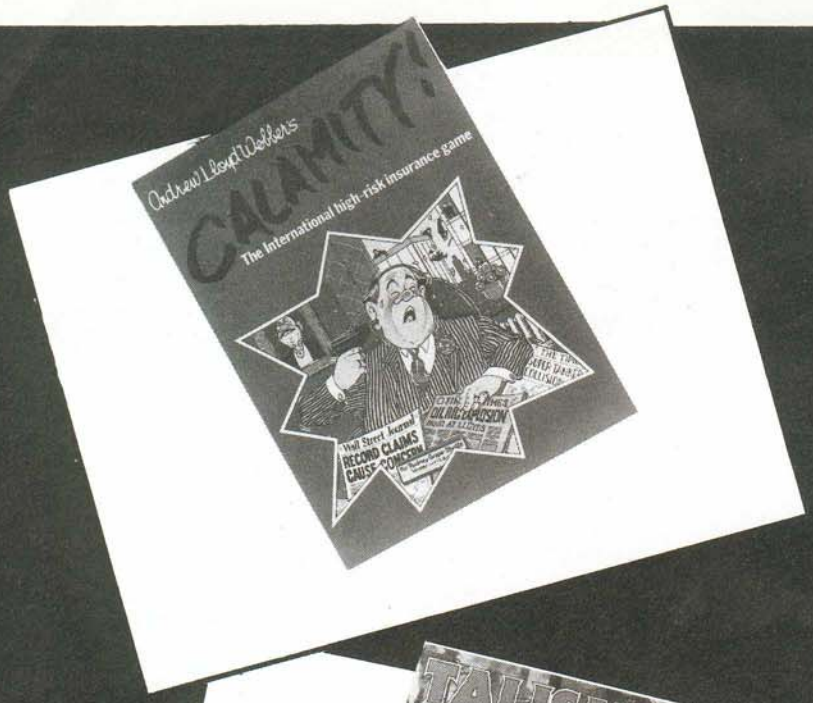

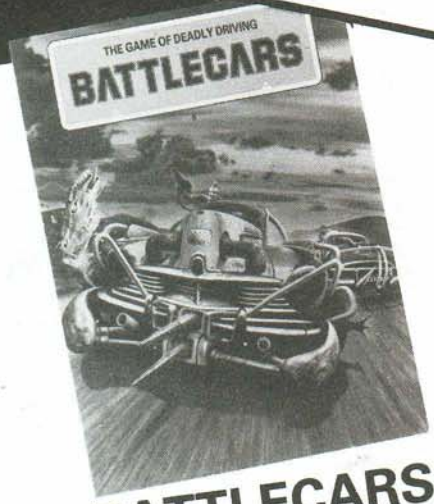


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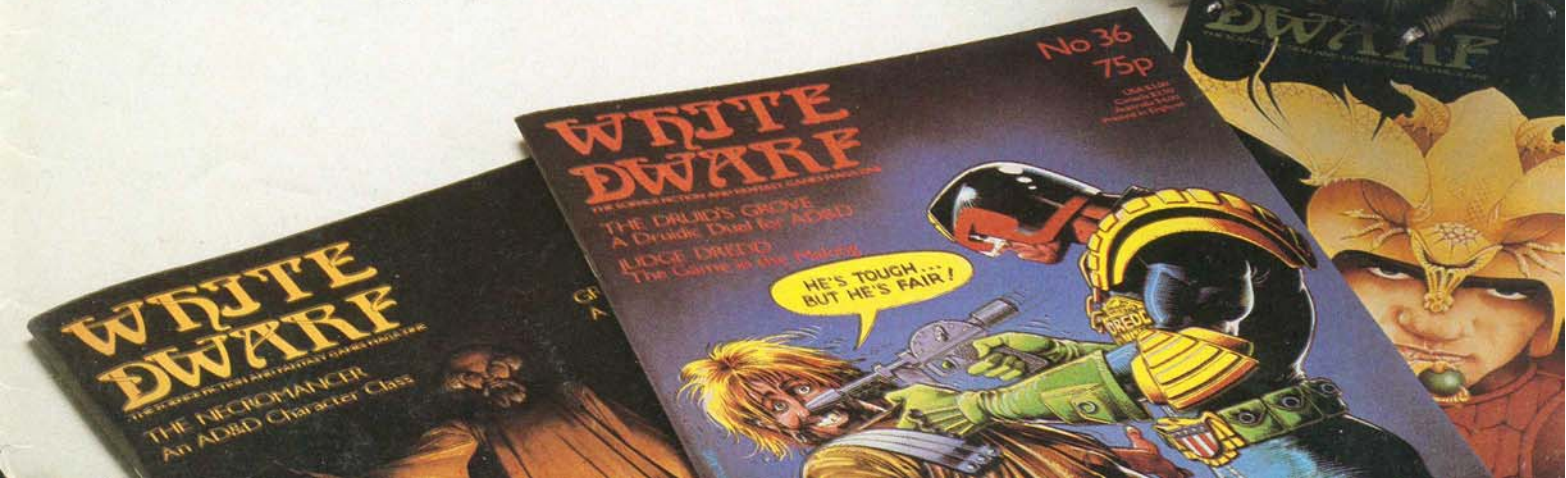

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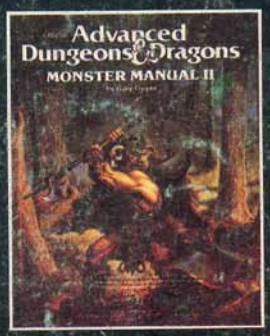


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